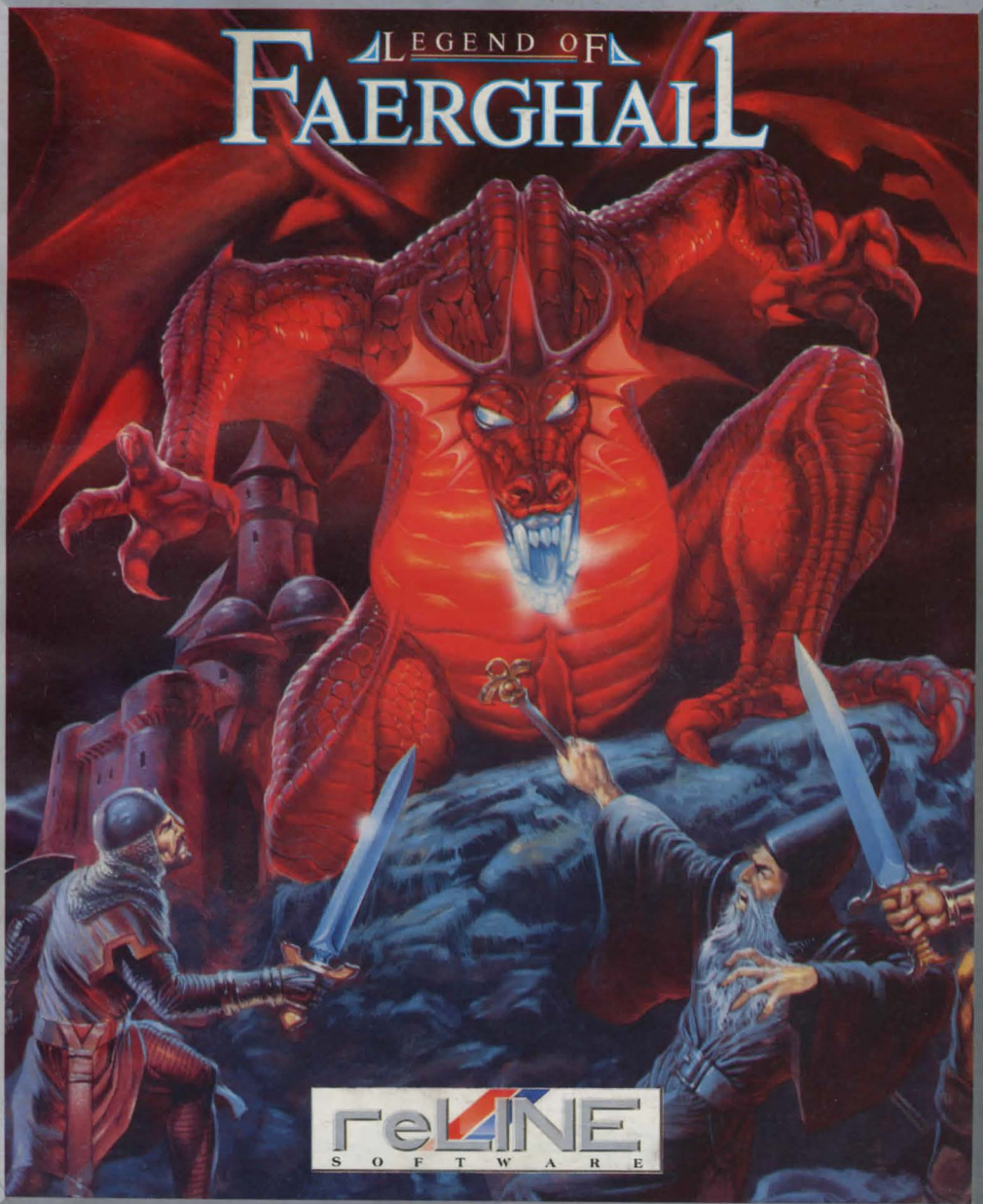
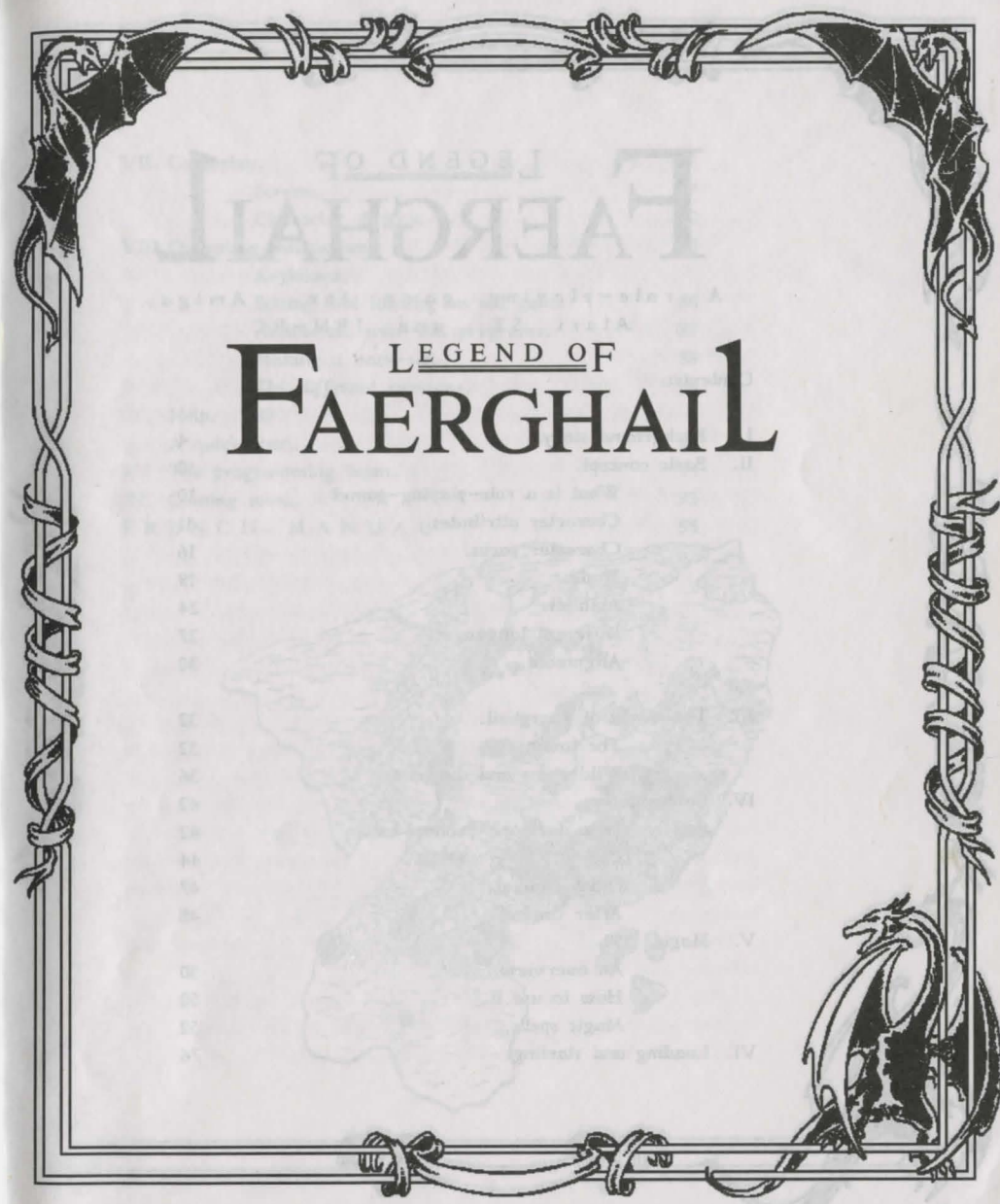

LEGEND OF
FAERGHAIL
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SOFTWARE


LEGEND OF
FAERGHAIL

LEGEND OF FAERGHAIL

A role-playing game for Amiga, Atari ST, and IBM-PC.

Contents:

I. Background story. 4
II. Basic concept. 10
What is a role-playing-game? 10
Character attributes. 11
Character races. 16
Trades. 19
Abilities. 24
Different languages. 27
Alignment. 30

III. The world of Faerghail. 32
The town. 32
Wilderness and dungeons. 36
IV. Confrontation. 42
How does one behave? 42
Combat. 44
Quick combat. 47
After combat. 48
V. Magic. 50
An overview. 50
How to use it. 50
Magic spells. 52
VI. Loading and starting. 76
VII. Gameplay. 77
Screen. 77
Character display. 80
VIII. Operating instructions. 86
Keyboard.
Saving and loading an old game. 86
Additional, user-aid programs. 87
Making a back-up. 88
The different versions. 88
IX. Help. 89
A quick start.. 89
X. The programming team. 91
XI. Coming soon.. 93
FRENCH MANUAL 95



I. Background story.

"Bad days nowadays I say, me' trusty friends.,"

– You hear the deep timbre of an old Dwarf warrior from the other side of the tavern: "yer can't put a foot outside these 'ol town walls withaart bein' attacked by one o' those spiky–eared mobs, I say..."

The Dwarf had hit the nail on the head – the main point of conversation among the peoples of Thyn was the war between the local Elves and the men of Thyn county:

"I just don't know what's got into thart lot – just murdering our people withowt no reason.. But anyways, Oi've always said, – yo' just can't trust a pack o' them Elves."

"Calm down Gruelfin, old friend", – a deep, calming voice is heard from the other side of the inn. – Gruelfin chimes back: "Well, bugger me, just ask our Chelsea squadron for 'elp, and we'll do 'em in! Bommin' our chip shops eh? Wot? Aah yes, we will do.. Oh, o.k.. We're sorry about that folks, it's the Elves this time.. Sorry everyone.."

The deep voice again, somewhat amused: "It's clear that everyone here likes to hear an old Dwarf groaning away about the wrongdoings o' 'them' Elves, but it's not that long ago whence I saw you stealing the spellbook of an Elf Magician by the name of Baya Liron,– at night, which you then proceeded to feed to the flames of your camp–fire... However, that's an old story, and hasn't got much to do with the evil situation nowadays."

The slim figure of a man walks out of the shadows and towards your table.

"May I introduce myself ? My name is Sarian, my profession is trailhunting, archery and now and again I'm an informant."

An impish light glitters in his eyes and he grins..

A voice from a neighbouring table says:

"Tell us a tale, strange wanderer!"

"I might well do, for a few silver coins," says Sarian, and deftly catches the coins thrown in his direction.

" Ladies and Gentlemen. Hemm.." – he coughs and waits until all have ordered drinks..

" Well now, I'll tell you a tale about some of the strangest creatures that men have ever seen..."

The following hours were filled with tales of forest Trolls, who lived on human flesh, and of Giants – big and strong enough to throw boulders at each other...

"But these were by far not the most dangerous of creatures sighted... One day I saw a creature, quite like a Orc but as strong as a bear and as dangerous as a rattlesnake. I was able to creep round it and came upon a cave, where I heard a few of them talking. A strange tongue it was I tell you, the only word I could understand was 'Mogul', I imagine it was the descriptive word for themselves. I heard this word again, much later on, around a camp–fire. Here was talk about creatures that live deep under the earth, and the description fitted to that of the 'Moguls' that I had seen. They were said to be the ancestors of Orcs and lesser demons. However, the truth about this theory I don't know."



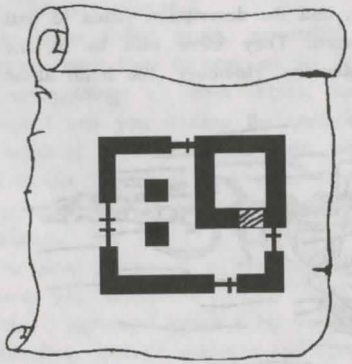
You cringe at the thought of meeting one of these creatures.

"But believe me, this was not the greatest fright I have had on my travels – creatures exist that can, by some kind of magic rob their victims of all intelligence and there are others that numb their victims with one strike and then eat them alive."

"You're laying it on a bit thick, you imp!" – A huge Barbarian stands up and comes over.

"My name is Berek Orcripper, the bane of all Orcs and their ancestors. I tell you, I met an Orc-ish race in the Lands of the Black Ice, by the name of Arag Dai, perhaps not as strong as your 'Moguls' but craftier and more evil. And that's nothing compared to the Skryt-Dragons, one of which I was only able to conquer through its own death. These are able, with their barn-door mouths, to swallow up horse and rider in the wink of an eye."

The following tales become more and more unbelievable, but no-one seems to want to stop his oratory. Probably on account of him being at least 7 foot-six and 255 pounds, but nevertheless, an acceptable tale-teller.



map 5

Time goes on, and one after another the guests go home to their beds. The Barbarian and the Dwarf also say goodnight and go their different ways. At about midnight you are left nearly alone in the main room of the inn, with the innkeeper, and the 'archer' Sarian.

"Tell me, my young friend, it doesn't look as if you're very happy with your lot, at home and on the field."

Sarian had hit the main point of your thoughts.

"As you probably know, the war against the Elves needs all of our warriors, – and they're not many as Thyn has not seen blood for ages. It looks bad for us, we're losing men, and the enemy just seems to be increasing. If we don't receive help from outside, and quickly.."

The innkeeper warns:

"It's closing time folks, I'm risking a fine by letting you sit here."

Sarian pulls something out from under the table, a small bag comes to light, the shape of which reveals it to be a filled purse.

"This should at least be enough for the fine, noble publican – close the door and the shutters please."

The innkeeper does as asked.

"Now to come back to our conversation." says Sarian. "I've heard that our Majesty is looking for a few brave young men for a mission. A mission to the neighbouring county of Cyldane in order to call for supporting troops. Are you interested? – There are probably great riches to be earned, and at the least you'll be able to forget your farming for a while."

You wonder about the way in which the near stranger is able to read your thoughts. In the past few weeks you really have been thinking and dreaming about doing great deeds and of turning your back on the boring farming life... The thought of a great reward...

"But how can I, alone.." –

You start up at the thought of this nearly impossible mission, but Sarian calms you:

"You obviously will not be able to manage it on your own, but for a number of gold coins you'll probably find a few true companions who'll want to help you carry the treasures to be found on this adventure."

Gold coins?.. He's talking about a number of go pieces? – A farmer would have to (with a good harvest) work for several months to earn even one! And he's talking about gold pieces as a farmer would boast about copper coins!

"Would you please tell me where I can dig up these 'gold pieces' in order to enrol the 'true companions' ?"

"That is our Count's problem, and not yours. Is it his rulership that is to be defended, or is it yours?"

And again, there is a glint in his eyes.

"Go at dawn to the palace gates, mention my name to the palace guards and tell them your story. You will then receive an audience. But until then, think about the mission very carefully, for the Count dislikes men of wavering purpose and those who would turn down his offers..."

After a few hours of discussion, the innkeeper lets you both outside, and Sarian says goodbye with the words:

"Keep your chin up, young friend, I think you'll find the right companions for this challenge.. Goodbye, and take care!"

Sarian disappears in the shadows of the nearby houses.

The very next morning you decide to go to the palace for an audience with the Count; – to offer him your services.. Not just, not only the thought of gold in plenty and honour on the battlefield, – but also the idea of returning to Thyn as a hero would be a nice 'topping off' to your future career. Away from the field and harvest..

On arrival at the palace gates, you do as Sarian had advised, and within two minutes you find yourself at the foot of the throne... The Count arrives..

The Count:

"I have been informed that you are interested in a mission, and that you wish to place yourself in my service? Without regard to the dangers to your person on this mission?"

Without waiting for an answer the Count continues:

"Very well, young man, here are my orders: Journey to the County of Cyldane, and ask of the Count Hagror for supporting troops. The Count will understand the imminent danger of my downfall, for we were always peaceful neighbours, but should Thyn fall.. Also, you and your companions – I hope you do not want to journey alone, should try to find out the reason for the strange behaviour of the normally peaceful Elves and wipe out this cause of their aggression. My blacksmith will help yourself and your friends with the desired equipment, and I ask you, when downtown, to look out for a few men or women who could be useful on this mission, and then to start as soon as possible, for I cannot hold out against this overwhelming power for much longer."

You find yourself quickly escorted to the palace gates, and once outside, you realise that not one word has been spoken of a 'great reward' or of 'great riches' to be earned!

"Well, perhaps I'll find a few people to come along on the way, just out of pure interest..." You think to yourself, and make your way to the next inn..

The adventure can begin!

II. Basic concept.

What is a role-playing-game ?

There are two kinds of role-playing-games: One is the computer role-playing-game:

The computer role-playing gamer leads a group of characters through a ficticious world, whereby the most adverse adventures and puzzles are to be solved. The computer registers all moves, simulates all confrontations and occurences and controls all non-player-characters - (NPC's).

The second kind is the 'real' role-playing-game:

Here, a group of gamers meet, and each player 'plays' a character. A gamesmaster 'directs', (tries to direct) the game, (in computer-role-playing games, the computer simulates the gamesmaster's functions) - controls all NPC's, and all random occurances (with the use of dice), steers the group into situations of which the gamers often have no influence (and are now and again not allowed to have), and guides the destinies of the player-characters. The gamer tries to 'play' his character (created using dice, and with differing traits) as realistically as possible within the fantasy, or science fiction world of the gamesmaster.

The aim of role-playing is to create a social game, and an atmosphere in which the individual is asked to solve a problem, and is pressed to find new solutions within a completely different world, depicting a different character and race, and its train of thought. Within a group, responsibility for one another, group ideas, and collective decision is called for, (especially in 'real' role- playing).

CHARACTER ATTRIBUTES.

A character is the 'gaming figure' of a player, built up of a conglomeration of different data and the five main character attributes:

Strength. This value describes the physical power of a character. The greater the strength of a character, the greater the wounds he or she can distribute to an opponent. A character of great strength may carry very much more than a weaker character. This value is the main attribute of all characters whose profession designates them to be placed in the front line of all violent confrontations, i.e - Warriors, Barbarians, Paladins, etc. More often than not, male characters are stronger than female characters

Intelligence.

This attribute is directly comparable to our I.Q. tests. It describes the individual ability to learn, discern, and combine events. This ability is the main attribute of Magicians and their 'lower classes', i.e - the power over magic, be it white or black, and its usage. This talent also measures the ability of a character to learn a foreign language.

Wisdom.

This value includes the will-power, memory, understanding, and artfulness of a character. It is the main attribute of Clerics, Druids and their powerful 'lower' classes, i.e - Rangers, etc. This talent enables the 'lower class magician' to perform magic by use of memory / wisdom; a Cleric may perform magic without the use of a spellbook and well learned phrases - as a 'normal' magician would not... Female characters have, more often than not - a somewhat higher Wisdom bonus.

Dexterity.

This value mirrors the reflexes, motorics - (eye-hand), swiftness, limb coordination of a character, and its overall bodily adeptness in all different kinds of situations.

Dexterity has a direct influence on how quickly a character is prepared for a surprise attack, traps, etc. I.e - armour class, and influences the reaction of a character within unpredicted events. This is the main attribute of Monks and Thieves, because of the high dexterity needed to disable traps, or to enlighten others of a heavy purse, etc.

Constitution.

This value describes the bodily health, stamina, and the resistance to illness, poison, etc. of a character. It also includes information about the build of a character. The greater the value of constitution, the higher the number of hit-points of a character. Male characters often have greater strength than female characters, however, their constitution value is often a little lower than that of females.

Most attribute values are dynamic; i.e - no character can train to improve his born intelligence, but frequent training will help a warrior to gain higher strength and / or dexterity. Similarly, the following attributes describe not the born attributes, but those describing a character's fighting experience, magical experience, momentary health, protection, etc.

Hit points.

The number of hit points is a value that describes the general state of health of a character. This value does not include illness or invalidity, but describes organic damage - injuries, and exhaustion. Each character has a maximum of hit points. Maximum hit points = maximum health. A character with less than maximum health may suffer in different circumstances. In combat, for an example, an injured character is not able to attack as efficiently as a healthy character, long marches may become very strenuous when injured; this may also deplete the company's morale. An unhealthy character is not as resistant to sickness and poisoning as a healthy one. A character should therefore aim to keep or regain the highest number of hit points as possible. All wounds should be healed as quickly as possible. This may be done in a temple, or by using magical healing potions or by magic. Should nonetheless, the number of hit points deplete to none - the character will die.

Magic points.

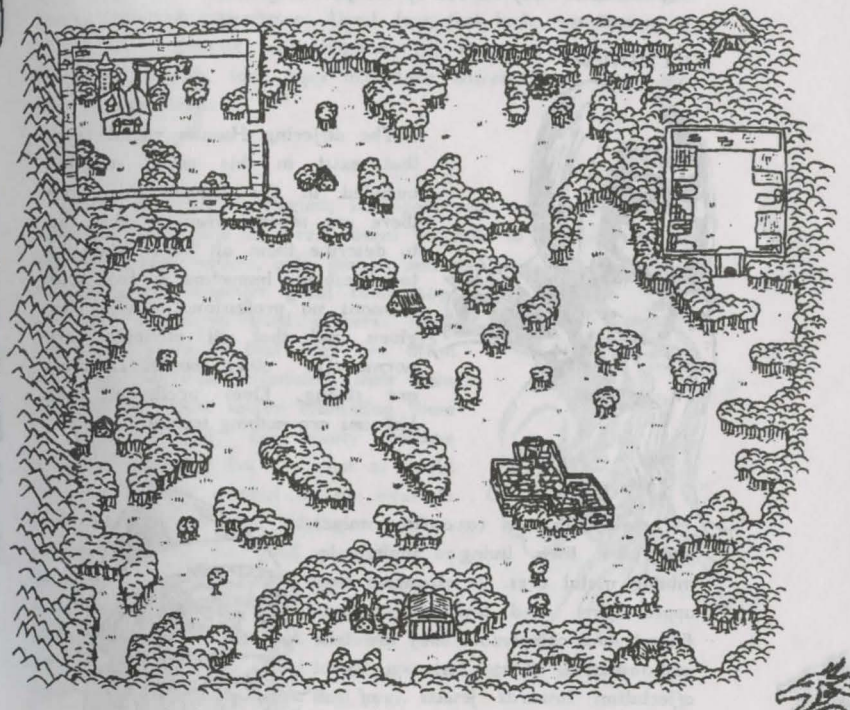
The number of magic points limit the number of spells that a magic user may cast in any one day. This value may be looked upon as being the concentrating ability of a character that declines with each spell cast. Has this value reached zero, a rest must be taken in order to regain magic points. Rest is the only way to regenerate these points, although there is some tell of wise priests from the East, who can regain their concentrating points by the use of magic.

Experience points.

Experience points are gained each time an opponent is defeated or a spell well cast. The number of experience points mirror the combat and life experience of a character. Every character begins with absolutely no experience points, each point has to be well earned. The higher the number of experience points, the higher a character can climb in his or her profession which means more hit points, greater attribute values and more magic points. The character must speak before the Board of free trades, and will then receive the training suited to his / her experience level.

Armour class.

The armour class of a character is defined by different attributes and the type of armour used. It describes the protection of a character against physical and magical attacks. The higher the armour class, the higher the protection. The armour class is defined by the dexterity, constitution of, and armour and weapons used by a character.



Wilderness–map east

CHARACTER RACES

A character may be one of the following races.

Human



The differing Human racial types that exist in this world are all included in the Human race, i.e there are several Human races but to describe them all here would be too tiresome. Important is that with Humans no professional limits are given and that all attributes are normal (in other words, Dwarves are strong, Elves intelligent, and Humans are nothing special!).

Dwarf

Dwarves live in caves and mines and earn their living mainly by mining metal ores. To strangers they appear shy and tentative, but to friends and companions they are true and reliable. They have a great affectation towards jewels of all kinds and will even start a fight over them. They have a natural dislike towards magic – the reason why a Dwarf would never want to, or even could become a magician. Because of their, often abnormally strong build, they are predestined to become good warriors, but are also as good a blacksmith as any. They have great distrust towards Elves because of a tribal dispute ages back. Outward appearance: About four foot high, nonetheless as heavy as a heavily built Human. All Dwarves are bearded, (their womenfolk, too), they are dark haired, dark eyed and have a dark teint.



Elf

Elves are graceful, elegant, intelligent and mischevious. Their different tribes live in forest towns invisible to the unpracticed eye. They love nature, arts, games, and the 'nice life'. Naturally shy, they are however great companions and are extremely good archers. Their only real flaw is that they are often arrogant and over estimate their own capabilities, whilst under estimating those of others. They are nearly immune towards paralysing but are not as useful in man to man combat as for example Dwarves. Their high intelligence often proves them to be good magicians or illusionists. Outward appearance: Normally six feet high, slight of build and quick of limb. Mostly blonde, light skinned, and either blue or golden eyed. Their greatest visible distinction is their pointed ears and large oval eyes.



Halfling

Halflings live, quite like Dwarves under the earth but in 'Halfling built' living caves. Liking comfort, they love their homes and the company of great story tellers. Most are gardeners or tradesmen, now and again a goldsmith or jeweler is to be found amongst them. It is seldom that a Halfling will trade his comfortable life for that of an adventurer but when, they often make great thieves or scouts. They are also said to be experienced archers and handy with a sling. They are not the born hero kind of type, but will do anything to help a friend or companion in danger. They will also trick a 'bad sort' even in the knowledge of danger to themselves. Outward appearance: Halflings are about three feet high, a little tubby around the waist (they love their comfort), lightly tanned skin, dark eyes and, like Elves, pointed ears.



Mixed race

There are many children of mixed race, the offspring of mixed marriage between Humans and Elves, and Orcs. The so-called Half-Elves often have some of the advantages of their parents, but not all. For example, the near immunity to paralysis or the Elven immortality. (Elves only die through injury or poisoning). Another mixed race is the Half-Orc: Not quite as ugly as Orcs but just as sly and nearly as strong. They are quite good warriors but not very intelligent, and always looking for a quarrel, that being the reason why it is mostly a Half-Orc that will be rejected by a group.



TRADES

In this game there are twelve professions. The trade of a character is the training that an adventurer has gained after giving up his normal boring life as a tradesman, farmer, citizen etc.

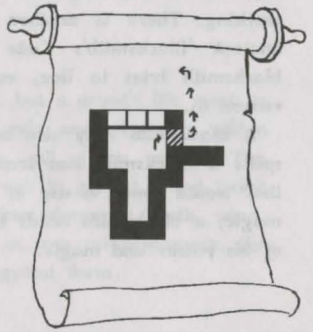
The trades are as follows:

Warrior

A warrior is trained to use the most different of weapons, he earns his living using his strength, his knowledge of weapons and experience in combat. To survive as a fighter he should be of great strength, and be of a good, healthy constitution. Each group of adventurers should have at least one warrior within it, in order to protect the weaker in combat, and now and again break down the odd door or two that are in the way.

Barbarian

Barbarians are born, no-one can train to be a barbarian, you either are one, or not. Barbarians are a somewhat strange folk: They detest all kinds of magic and other 'funny' things, and rely on their enormous strength and dexterity. Their attributes are quite like those of warriors, however, they are a little more hardened by their rough life in the wilderness, and that much 'tougher' whilst being very skilled in survival in the wild.



map 6

Thief

Thieves are dexterous and clever; they will avoid man to man combat because of their lesser strength, but are masters in the art of assassination. They are extremely adept at finding and deactivating traps, are well known for their quick fingers, and for opening locked doors etc. (without the correct key, – even an Orc could do that!) A high degree of dexterity is needed for the up and coming thief – surprisingly often it's a thieve's life insurance. Thieves may not wear heavy armour, at the utmost leather or Elven chainmail, which does not hinder them when 'at work'.

Blacksmith

There are not many blacksmiths to be found seeking adventure, but now and again they can be encountered. They are an excellent 'mobile workshop' the only encumbrance being the anvil that they carry, (in order to repair the group's armour and weaponry). A blacksmith, (like thieves) will only wear (if at all), leather armour, and such that is not a hindrance when working. There is another reason for this, and that is the ancient 'Blacksmith's Code of Honour' – by which each blacksmith tries to live, even though there is nowadays no reason to.

A blacksmith may also cast spells.. However, the number of spells a blacksmith can learn is limited, and only those spells that would come in use in his trade may be learned. To cast magic, a blacksmith needs his hammer and anvil, – the centre of his power and magic.

Ranger

Rangers are a sub–class of warriors. This, however does not mean 'lower class'. A ranger lacks some of the abilities of a well trained warrior, but has other advantages, for example: A ranger can make out an opposing group or small army over a great distance, and even give an account of it's size and strength. At, and above the sixth level, a ranger may cast druidic spells. This ability derives from the dual interest of both professions on the protection of forestlands and nature etc.

Cleric

A Cleric is a character who's life is filled with the ideal of doing good to others and reducing evil in the world. Through his belief and his faith, his God (there are many faces, but there is only one God), has given him the ability to use magic. Whereby the type of magic is usually of a defensive / protective kind. The main attribute of clerics is wisdom, as most of their knowledge is not just that of written down spells etc.

Druid

Druids are the 'colleagues' of clerics, but a druid's life work is that of the protection of forests, woodlands, and all nature within them, and he will protect them, using all of his powers. The magic of the druids derives from this will to protect,– that being elemental magic, the power over the four elements: Earth, wind, fire and water. Druids are welcome in any companionship, the effect being that nature seldom turns against them.

Magician

Magicians are mostly strange, learned, unworldly types, who seldom leave their pile of books, unless to try out some newly found knowledge or spell. Magicians, (like illusionists and all sub-classes of magic users) are, because of the complexity of their spells, especially bound to their personal spellbook. A magician wears no armour, all metal on his person would interfere with his spellcasting. Magicians are not very agile, mostly because of their great age (by human standards they are extremely old), and are often too weak to survive man to man combat. Magicians normally prefer to fight using their own special weapons, and far from the front line of danger. (Well, most of them)...

Illusionist

The illusionist's profession is much like that of a magician, he also cannot wear any metal armour, nor is he practiced in the art of warfare - sharp objects, i.e weapons should not be given to him, - he'd probably injure himself badly,- quite like a magician would do. The main difference between the two is that a magician creates a reality, and the illusionist creates an image of reality in the mind of the target person (real for him). Should the target person or object believe what is seen, the illusion will become reality,- with all consequences . Illusionists should be of high intelligence and dexterity - not only do illusions need a special kind of intelligence but also special skill.

Paladin

Paladins are warriors as one would picture a knight from the Middle Ages: They fight with, and for honour, seeking fame on the battlefield by taking on the most dangerous of opponents.

Paladins are ruled by their 'Code of Honour', and always try to free the world of evil forces. Paladins have distinct powers of good that other 'normal' warriors lack: - Fourth level paladins and above gain knowledge of clerical magic. A paladin will never attack a basically good person or creature.

Healer

Healers (all of them are female), are magicians specialised in constructive magic. Their spells are all of a healing or a protective nature, and never the type of spell that would damage or injure others. Healers, as with magicians may not wear metal armour, which makes them heavily vulnerable in combat. However, healers are of great help to a group, using their protective magic in, or after a confrontation. The main attributes of a healer are wisdom and dexterity, (for instance in dealing with bad injuries).

Monk

The monks in the world of Faerghail may be compared to the type of world famous monk, (our world) - brother Tuck, the well loved companion and friend of Robin Hood. Perhaps not always as sturdily built as Tuck, but nevertheless journeying along and always ready to do a good deed or two, they should never be under estimated. They pride themselves in not wearing armour or clothing that would impound their stature, and are experienced fighters in their own way, preferring blunt weapons such as clubs etc. The main attributes of monks are dexterity, wisdom, and constitution, - body and mind being thoroughly trained during their novice years. Their training also includes some special skills, quite like those learned by thieves.

ABILITIES

Each character has, alongside the main attributes, other aspects which make up an individual. These aspects we will call abilities. These may be general, or those needed and trained in a particular profession.

Negotiating

This value gives account of a character's ability to bargain or negotiate. For example: a character's ability to buy cheap and sell for a good profit. Also of great use when parleying with opponents, (very important).

Attack

This value tells us of the chance of striking a heavy blow, badly injuring an opponent. The most important talent of a warrior.

Defence

Means the opposite of attack (above), can also include an excellent defensive move, a skillful feint, avoiding a spell etc.

Concentrating

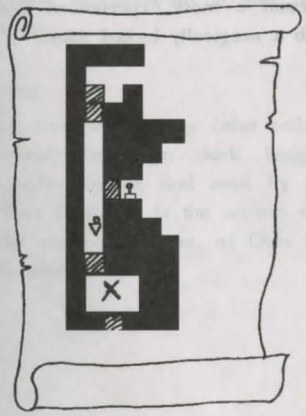
An important talent, especially for magicians and their sub-classes. A magician with optimum concentration is able to guarantee a maximum effect of the spells he has cast. Is also an important value for those characters wanting to learn new spells or languages.

Pick-pocketing

This talent may be useful in any inn or tavern. Important when out of money. One should try not to be caught too often. - Thieves caught are often imprisoned indefinitely. There is even tell of a country that chops off, when sentenced, the thieving hand... (ruins an honest career that does).

Stalking

This is a talent that has got to be learnt. It may be invaluable to creep by, and attack the opponent from behind.. Thieves use this talent, and there is a rumour that monks are taught this to a very high degree..



map 7

Trap detecting

This talent is useful in finding traps instead of walking into them. This talent is sought after and trained by monks and thieves as being their kind of speciality...

Trap disarming

This talent is obviously the ability to dispose/disable traps without damage to oneself or the group. Because of the high level of dexterity needed, etc., this is mostly the domain of monks and thieves.

Open doors

Closed and locked doors always were an object of curiosity for humans, etc. Every apprentice thief has to open one in order to gain his mastership. However, not every door is locked in the normal way, and even a most experienced thief is powerless when confronted with a magically locked door..

DIFFERENT LANGUAGES

Common language

The common language of Faergbail may be compared to our common language – "Esperanto". However, it is widely used, especially as a kind of trading language, and has gained popularity, not only as a universal understanding, but as a world language. It may now be considered to be the universal language, understood by all.

Animal Language

Not a 'real' language as we would consider one to be, but a conglomeration of sounds created by animals as a signal to another of the same species, often conveying vital information about the immediate surroundings. Druids and rangers should master this language.

Orc Tongue

This, somewhat strange language (also called Gritsbnak) is a mixture of common language, dark language and animal sounds, but not very complex and used by all Orcs and their related species. This language is the second most widely spoken language after the common tongue, as Orcs are very populous, although generally unwelcome.

Lizard Language

Lizards are a strange folk, very little is known about them as they avoid all contact with other beings. This language is rarely spoken by a member of any other race. As a rule because all contact with them usually ends in a bloody way...

Dwarven Language

Dwarves speak a language, that is generally difficult for others to learn, it being a very guttural, dark sounding tongue. It is also difficult to find a master of this language who is willing to teach, as Dwarves keep themselves to themselves and dislike letting 'strangers' take part in their lives.

Elven Tongue

Elves have a main language which includes many dialects that are, however, very similar. As Elves are normally very affable, it is quite easy to find a good teacher. This language is also widely used, as Elves often have contact and socially mix with Humans.

Dark Language

Dark tongue is a dialect of the Dwarven language that has, over many years, changed drastically, so that it may now be considered as an individual language. It is used by all beings (creatures) that live under the earth, shunning daylight and all contact with those who live on the surface.

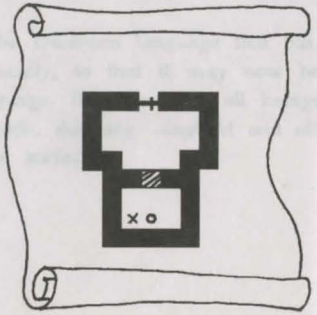
Magic Language

Last, but not least is the language of magic. Its real name being "Terandir Ellagrinum Estaffyn" – called "Magic language" by normal folk. It is the language of occult and fantasy beings and creatures. "Terandir Ellagrinum Estaffyn" means – "The language of the unknown". A magician should be able to speak this tongue fluently, as it is very likely that he will come into contact with one of these creatures, by invoking or by incantation. Many of these fantastic beings can only be controlled by a magician able to speak this language fluently.

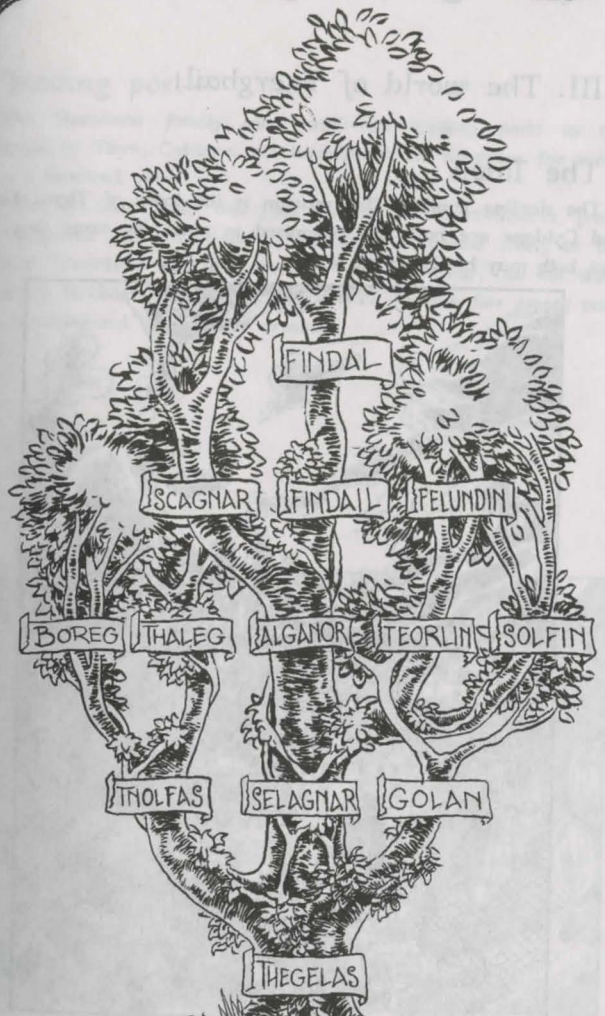
ALIGNMENT

The gaming figure of a player may have one of the very differing principles of life: A paladin respects law and order, the right to live of all other creatures, and will never kill unless absolutely necessary. A paladin is therefore "lawful good" in his alignment. A thief, however, whose aim in life is to ignore the law at all times, can never be lawful good. This example leads to the fact that there are "lawful good" and non- "lawful good" characters. These non- "lawful good" characters may also be divided into so-called "neutral" characters and "evil" characters.

Neutral characters will always change their principles to suit their own means, whilst an evil character will even sell his own grandmother and kill for fun. The social systems of evil characters are always based on survival of the strongest and craftiest. A player should always bear in mind that evil characters will not parley, and that it is, more often than not, a waste of time arguing with them. One should not, however, just try to 'hack and slay' all those creatures encountered, as now and again, important aid may be gained from them. Also, many character classes will not just kill anything that moves.



map 8



III. The world of Faerghail.

The Town

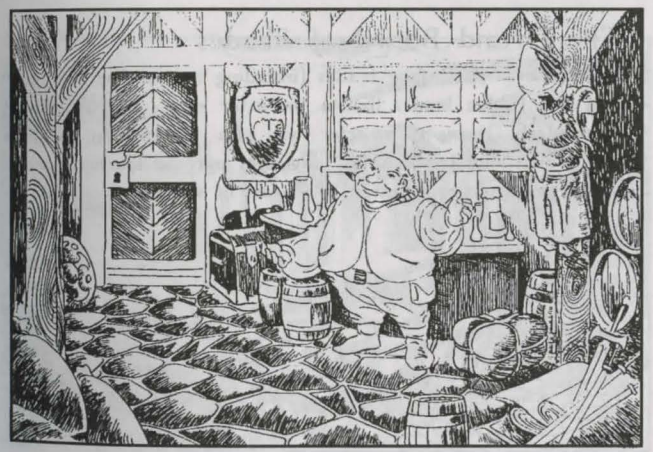
The starting point of this mission is the town of Thyn. Thyn and Cyldane are built and organised in much the same way, so that both may be described here.



Trading post

The Steelstone family own and run trading posts in the Counties of Thyn, Cyldane and throughout the Kingdom for more than a hundred years.

Here, an adventurer will find all that his heart desires, from the exquisite halberd made of specially hardened steel, to the famous 'Steelstone Suit of Armour' – easy to wear, (do not wash or iron). Steelstone's shops are also famed for the fair prices paid for second-hand weapons or armour.



The Bank

The Banks, owned by 'Coingrabber & Muchgold' were thought not to survive for very long, but their new "Customer Service", by which an account may be opened and managed for a small sum of money, and especially the new credit cards which are accepted by nearly all traders in the town, have justified the survival of their banks. An adventurer with a well filled account can go shopping without a penny in his pocket: the sum is just booked from his account.

The Tavern/ Inn

There are many small and larger taverns to be found in the towns and countryside. Here, an adventurer may stay the night and replenish his rations. A tavern is also the place to meet other adventurers or companions just waiting for new missions and great deeds to be done.

The Grand Board of Trades

The leaders of all free trades (including the leaders of each one of the twelve trades that a character may practise) meet here regularly. Here, a character may gain the training justified by his professional level, new languages may be learned, and a character may receive tuition in the art of magic.

The Temple of Deliverance

Experienced healers and priests are gathered in the temple to heal, or if all else fails, embalm the characters that visit here. The priests of the temple have the power over the life and death of a figure, only the gods may decide against the revival of a character. Many say that the temple's name derives from the priest's highly developed art in relieving those who visit of their wallets.



What is to be found in the wild?

The counties of Thyn and Cyldane are thickly forested. All kinds of creatures from buffalo to deer are found in the forests. Sadly, mercenary groups wander through the forests nowadays, waylaying travellers and traders. Luckily, taverns are to be found here and there, affording protection for at least the night. It is advised to look for a tavern when in countryside controlled by bandits, and plan the further journey from there. One should also try to reach a tavern before sundown as town gates and tavern doors are locked and barred after sundown and are opened again the next morning. Should it happen, that late at night you are not let in, the only thing left is to camp outside. This is clearly not advisable as one faces many dangers outside at night.:

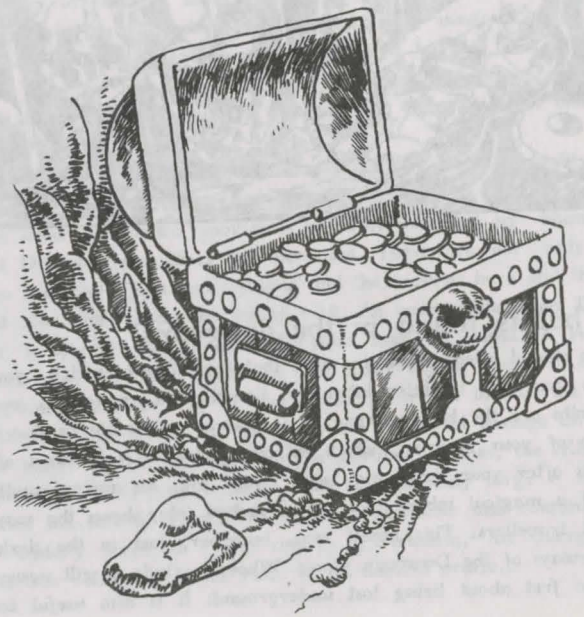
These dangers range from an attack by roving bandits or creatures, to the danger of a werwolf attack at full moon. The area of the two counties is not only inhabited by Humans, but Dwarves and Elves live here too. There are not only the two towns of Thyn and Cyldane and the taverns here and there, but also other places worthy of visit. An hours walk from Thyn, the Temple of the Dragon's Servants may be found. A ruined castle and the Elven Palace is also easily within reach. To enter Cyldane, the other half of this country, one has to pass the high mountainrange called the 'Dragon's tail'. A direct passage through the range is the way through the Dwarven mines, the 'Khazad Maran'. The city of Cyldane itself is unusually large – nearly twice the size of Thyn. The county of Cyldane also contains the Monastery Sagacita – a centre of wisdom, an overgrown inactive volcano, and the ruins of an ancient oracle.



What is found in the dungeons?

One should always bear in mind that the place in which you are in was built to deter intruders. Complicated gangways and labyrinths are the best example. It is always advisable to sketch a map of your progress, which, at an extreme – (a hord of Orcs is after your skin), may save your life. An ancient myth tells of a magical sphere that, when looked into, shows the way to lost travellers. This object was, however, lost in the dark passageways of the Dwarven mines. Whoever finds it will never have to fret about being lost underground. It is also useful to

inspect the surroundings very carefully. Secret doors and traps may be found that only a thief may deactivate successfully. Not all doors are locked, however, but dark secrets are often waiting to be discovered behind heavily locked doors. A thief is always useful in this case, but a strong warrior may also do his part in breaking it down – but careful – injuries may be sustained.



What can I do in a dungeon?

When not busy in fighting off opponents, there are a number of actions that may be taken to move the group or incur events. These are as follows:

Use item (U)

Magic potions, scrolls, magic wands, etc. are activated by using this option. Firstly, the character that is to use the object is chosen, and then the object to be used is chosen.

Cast spell (C)

With this option, the magician plays his role. As above, the magician to cast, and then the spell to be cast has to be chosen.

Forge (F)

In case of a blacksmith being with the group, this option allows him to repair the armour or weapons of another character. Again, the character, and then his armour or weapon to be repaired has to be chosen. This option is only active if a blacksmith is a member of the party, for obvious reasons.

Rest (R)

This option is used to highten the morale of a group after long, tiring marches etc. Firstly, the duration of rest has to be decided upon, and then a character has to be chosen to keep watch. The character on watch will not recuperate as well as the other members, and therefore regains no magic-points or hit-points. One may also decide not to designate a watchman.

Dismiss (D)

In order to make room for a roving adventurer to join the group, it may be necessary to remove a recruited character from the party. The expelled character then makes his way through the wilderness to the next tavern. In dungeons, only those characters who have joined the group under way may be expelled. These then make their way home and not to the next tavern.

Lure (L)

In order to shake off a group of monsters who are after you in the dungeons, it may be useful to lay some bait. Through this, the party may gain enough time to escape. The time gained depends upon the intelligence of the monster, and the type of bait left. A normal animal would be quite happy with a scrap or more of food, an intelligent monster might stop for some gold coin or other. A few rations or a bag of gold may stop monsters before it comes to a combat situation, or, at worst, sharpen the monster's hunger for more. Whichever way, laying bait will gain time for the group to escape.

Magic ball (M)

This option is only active if the mythical sphere has been found. This makes it possible to follow the passage the group has made without sketching, the way is automatically mapped.

Pick lock (P)

A thief is needed to open a locked door. Using his tools, a thief is generally able to open almost any locked door, however, being a specialist he gives up easily when confronted by something extremely difficult. In this case the only way left is to break the door down.

Options/ Files (O)

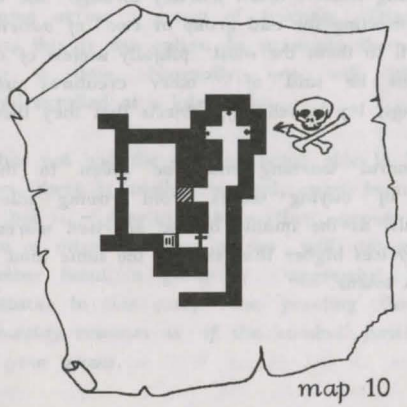
In this menue, there are functions that change game parameters, save and open game files. A formatted disc is needed to save and reload game files.

All of the above functions may also be called up by pressing the right mouse button, a menue then appears over the text window.

Some functions may only be activated from the keyboard :

Pause (P)

This stops gameplay for an unlimited amount of time, the effects of spells and the condition of characters does not change in that time.



map 10

IV. Confrontation.

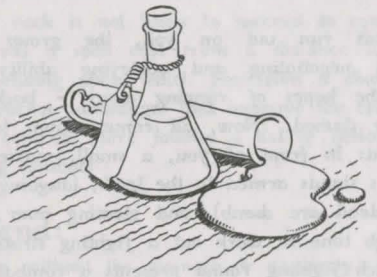
How does one behave?

When, on your long journey through Faerghail with your band of trusty friends, you come across another group of trustworthy or not so trustworthy beings, it doesn't mean that you have to instantly pull out the halberd and cry: "I'll take the five in the middle and you go for the three on the right and the rest we'll do in later.." or that kind of thing... More often than not, you'll be able to bargain with the potential opponent. Depending on their intelligence, they will often think about the risk of attacking a potentially powerful group. This leaves the advantage to you... Obviously, to make contact with them, one of the group has got to be able to speak their language, and have the needed level of negotiating / parleying ability. Should contact be made, the following options are available:

-Trade wares:

Travelling traders often journey through the wilderness in the hope of meeting the odd group or two of adventurers, and then try to sell to them the most pitifully useless of objects. Quite the same can be said of other creatures who, after their plunderings, try to sell off objects that they themselves have no use of.

A general warning may be given to those adventurers thinking of buying wares from roving salesmen or other individuals, as the quality of the apprised wares is often low, and the prices higher than that of the same kind of rubbish that is sold in towns.



-Retreat:

With this option, the group is given the chance to make it quite clear to a bored giant (for example), that having your heads dashed in is not that much fun after all... The group saves itself the tiring act of combat, gains no experience points, but the parleying level of a character may grow.

-Recruit:

Should one come across a group of friendly Dwarves or crusading knights, this is the option to persuade them to join your cause for a time. Normally, one will join your companionship until expelled at a later date.

If the group has not had the luck of being able to trade or parley with others, there is another method, apart from combat or retreat, and that is - greeting. Many other groups may be found on a cause or mission,- these groups will also greet you back. On the other hand, a group of aggressive, brainless monsters will attack. In this case, the 'greeting' function is ignored, and gameplay resumes as if the 'combat' function was decided upon by your group.

Combat

Your luck has run out on you, the group has tried everything, but negotiating and parleying ability was not enough, even the hopes of running away – backing down, retreating, were dashed.. Now, all comes down to the nitty gritty. – Combat: In front of you, a small, massed army of skeleton warriors stands armed to the teeth, laughing – (if they could – all undead are dumb), and gloating over their near victory.. It's high time to work out a fighting strategy for the next round.. Each fighting round presents a combat table that could look like this:

1)	Arnold	Kil	Attacks	1
2)	Smitty	Def	Magic	1
3)	Casimir	Ret	Magic	2
4)	Aleena	Def	Use Object	1
5)	Tardil	Att	Attacks	1
6)	Tolfin	Def	Stalks	2?

This combat table shows the position of each fighter, and the position he has taken up within the fighting grid. An opponent will always take up position within the three upper fighting levels, whereas a character may take up any position within the four lower levels. These four fighting levels are named: Killing rank, Attacking rank, Defending rank, and Retreating rank. They correspond with the above table, and are shortened as: "Kil", "Att", "Def", "Ret".

The chances of a character being able to attack well, or injure an opponent badly, depend upon his position within the fighting ranks. The nearer one is to an opponent, the easier it is to injure him, or be injured. With magical attacks however, the opposite is the rule. The further away from the fray a magician is, the better he can concentrate. A magician with an Orc on his back is not likely to succeed in concentrating on a spell. Whereas a spell cast from a distance loses little of its power. Depending upon which profession a character practices, there are several advantages that improve the options that he / she has in combat. Here follows a list of actions that may be taken during combat:

– Defend:

Characters without the strength or dexterity needed to badly injure an opponent may try to avoid the worse, and by defending, block all attacks made on him. Under normal circumstances, it is better to try for concentrated self-defence, rather than a wild attack, which is still thought (by some) to be the best defence.

– Attack:

Includes an attack with weapons or, in case of their not being available – fists. Only the first line of an opposing group may be attacked, – a warrior cannot fight over the heads of opponents to get at their second line.

– Stalk:

This kind of attack is the reserved privilege of thieves and monks. The character disappears for one combat round, reappears behind the opponent's lines and, unobserved, tries to do as much damage as possible. The success of this type of combat depends highly on the level of dexterity and sneaking talent of a character. This kind of attack allows any opponent to be attacked, not just those in the front line.

– Use object:

This option allows a character to use a magic wand or magic weapon.

– Cast spell:

The chosen character uses his magic powers to support the group. This may include a healing spell for the group or a magical attack on the opponents.

After positioning your group and designating a plan of action to each character, combat may begin! For an informative fighting round one chooses the 'normal combat' function. If only interested in the result of a combat round, the function 'quick combat' may be chosen. At the end of each combat round, a result will be shown, and in case of a ranger being a member of the group, a short summary of the opposing group's health will be presented.

Quick combat

A long fight may be tiring, not just for the characters, but also for the player, too. In this case (as often, only the result of a fight may be of interest, and not the performance of each character) the function '(Q)uick combat' may be chosen, instead of the normal '(A)ttack!. After a combat round, a table is shown:

Name	Hp.	W	A	B	Attack
Arnold	–3	⊛	–	–	Failed
Smitty	0	–	–	–	Succeeded
Casimir	0	–	–	⊛	Succeeded
Aleena	–10	⊛	–	–	Failed
Tardil	0	–	⊛	–	Succeeded
Tolfin	–1	–	–	–	Succeeded

Besides the name of each character, a list of important combat information is found, that is not included in the normal character table. This information is:

– Hp. = Hitpoints: How many hit points has a character lost in this round?

– W = Weapon damage: Has a character's weapon been damaged in this round? When yes, a '⊛' is displayed, otherwise a '–' is shown.

– A = Armour damage: Has an enemy missed whilst trying to injure a character and instead damaged his armour? Yes = '⊛' , No = '–'.

– B = Bonus points: Has a character proved himself worthy in battle of a bonus for a special talent? Yes = '*', No = '–'.

– Attack: Has a character succeeded in attacking and injuring the enemy, or has he failed?

Other information, on armour quality, health etc., of each character may be found in the normal character table.

After combat

Has the group survived the fight or just fled from the fighting, a quick summary in table form is presented, showing the complete results of a confrontation, the gains and losses made, health and experience of a group. The table may look like this:

Name	Gld.	Rt	Exp.	Hp.
Arnold	116	6	67	0
Smitty	80	5	14	0
Casimir	54	5	0	0
Aleena	75	6	0	–12
Tardil	103	5	12	–2
Tolfin	12	5	15	–2

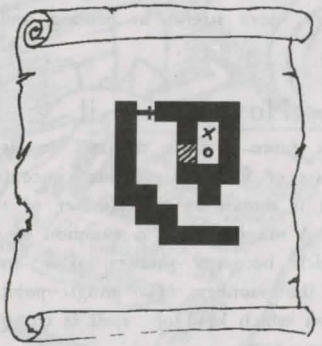
These values are as follows:

– Gld. = Gold: How much gold was plundered during combat? This value may not be the actual amount of gold that could have been gained, i.e – does not depend on how many opponents a character has slain, but is the amount of gold that a character could carry from the fray.

– Rt = Rations: Some opponents, like deer or wild boar are, when slain, a good source of rations. Orcs however, are not my taste yuk!

– Exp. = Experience points: Depending upon how many adversaries a character has injured, experience points are given for each round won. Magicians also receive experience points, but on a different system: They gain experience for each well cast spell.

– Hp. = Hit points: Normally the same value as shown in the quick combat table. Here is the end result of lost hit points after combat.



map 9

V.Magic.

An overview

Magic is the invokation and usage of supernatural forces. There are two kinds of magic: One kind is white magic,- the consistent use of constructive magic for example - healing , etc. The second kind is black magic: the concentration of destructive forces or energies and their usage. For example: Fire, lightning, etc.

Members of the magic-using professions are, because of their high intelligence, often found as advisors in the courts of the mighty Lords of the land. In battle, they are the brilliant strategists, brooding in the rear lines.

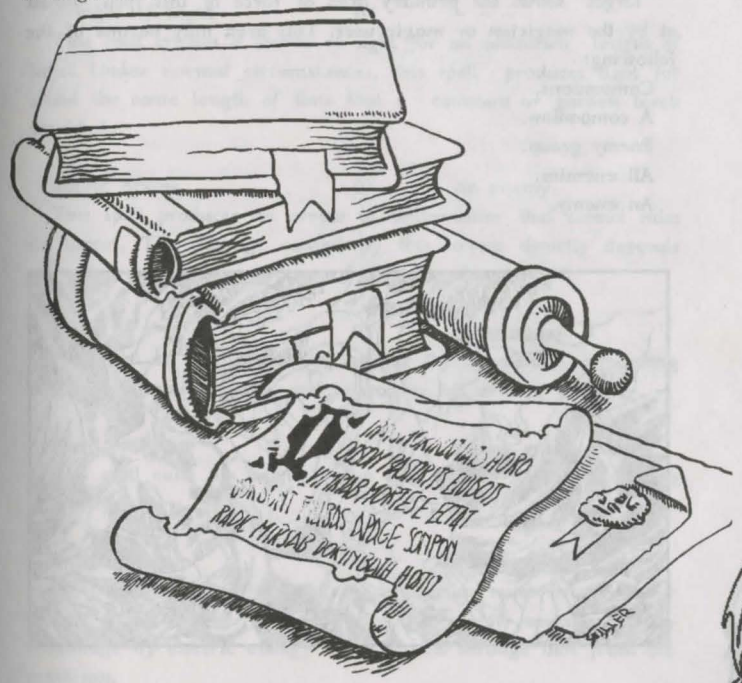
Another possible use of magic is the art of clerics and healers, and their way of using these supernatural forces: They receive their spells directly from the gods: These spells are not quite as complicated as those of magicians and, because of their healing or constructive nature, may not be as powerful in battle as the destructive forces used by magicians. The spells of healers and clerics are more useful in healing and helping characters after combat.

Magic - How to use it

Magic is a force that is difficult to use, and difficult to control. The use of it needs absolute concentration. The ability to concentrate is shown by the number of magic points that a magician has. A magician has a quantum of concentrating ability per day, which becomes smaller after each spell cast. The reduction in the number of magic-points is not so much dependent upon which kind of spell is cast, but on the number of spells that are cast.

There is a limit however: Depending upon the mightiness of a spell, a certain number of the same kind of spell may be cast per day. I.e. - a simple "Light" spell may be cast four times in any one day, where as a spell of "Healing", that can heal a whole group of adventurers, may only be cast once per day. Each of these spells cost only one magic-point.

The ability to concentrate (magic-points) does not regenerate (as on other worlds) through sunlight, or whatever, but may only be regained by resting. Just as a 'normal' warrior would need to recover, a rest, or a good night's sleep does wonders to a magician too.



Magic spells

A list of all magic spells that may be used by the magic-using character classes is shown and described here, using the following key:

Name of spell..... How often..... Target.

– Description –

The "Name" of a spell is the type of spell and its description recorded in the great 'Book of Spells'.

"How often?" describes the maximum number of times that this spell may be cast in one day.

"Target" shows the primary area of force of this spell, aimed at by the magician or magic user. This area may be one of the following:

Companions.
A companion.
Enemy group.
All enemies.
An enemy.



The Magician's spells:

Burning hands 08 An enemy.

This spell conjures up a flaming hand that appears in the midst of an opposing group and attacks a member of that group. The damage caused by this flaming hand is more often than not, not very great.

Bringer of Light 04 – – –

This spell creates a source of light for an unknown length of time. Under normal circumstances, this spell produces light for about the same length of time that a common or garden torch would do.

Magic Arrow 07 An enemy.

This spell produces an arrow of anti-matter that cannot miss its target. The damage caused by this arrow directly depends upon the experience or power of the magician using it.

Shield I 05 Companions.

Produces an invisible shield around the companion, protecting him from opposing magic and improving his armour class.

Word of Sleep 06 Enemy group.

This spell casts the enemy group into a deep sleep, rendering them defenceless.

Shocking grasp 06 An enemy.

To use this spell effectively, the magician must be in near contact to his enemy. When touched, the enemy sustains injury / damage by electric energy being passed through him from the magician.

Permanent Light 02 - - -

With this spell, one chosen object may be loaded with the light energy of many torches,- this saves carrying them. This magically loaded object will then produce the average candlepower of a torch for a long time, in fact - forever.

Fireworks 05 Enemy group.

The use of this spell creates a series of small explosions amidst the ranks of the enemy group. These not only injure, but also blind the enemy for a short length of time.

Magic Net 06 An enemy.

A magic net is a nigh invisible net that confines an opponent and his combat actions, reducing his fighting ability.

Words of Weakening 08 All enemies.

With the use of these 'Words of Weakness', an enemy group will be bodily weakened. - Their attacks are not as devastating as they should be. The enemy group does not, however, sustain injuries as a direct effect of this spell.

Lightning bolt 05 An enemy.

The magician invokes the 'Power of Nature' and calls upon 'Lightning', which he then directs, according to his ability, at an opponent.

Invisibility 04 Companion.

The magician creates a sphere around the person of his choice, this sphere diverts nearly all of those light-rays on a course towards this person, and so avoid a reflection. This spell has, however, not quite reached perfection. In some way or other, one is still visible to those watchful..

Fireball 05 Enemy group.

The magic user concentrates, and creates a fireball of intense energy amidst an opposing group. The explosion of which causes great damage ,- it injures and burns the enemy badly.

Ray of fire 05 All enemies.

This spell produces a ball of hot energy that the magician may aim and 'fire' at will. The heat from an attack like this causes bad burns and heavy damage to an opponent.

Fading 06 Companions.

This spell creates a flimmering vision of the group being able to rush here and there in combat, thus making it difficult for the enemy to decide on an effective line of attack.

Haste 05 Companions.

The magician creates a spell that enables the companions to move twice as fast as normal. The only disadvantage of this spell being, - the companions age twice as fast as normal...

Paralyze 05 All enemies.

This spell is quite like the spell of sleep, the opponent is not able to move. This spell normally lasts longer than that of sleep.

Shield II 04 Companions.

This magic formula is much the same as 'Shield I', but is just that much stronger..

Slow 05 Enemy group.

This spell is the opposite of the spell of quickness, however, the enemy is slowed down, and therefore does not age as quickly as the group.

Blizzard 05 Enemy group.

With this spell, the magician calls on the forces of nature, creating a blizzard that reduces the enemy's ability to attack and defend, and, because of the extreme cold, it reduces their life-energy.

Flame Shield 04 Companions.

This spell creates a burning shield, protecting the magician and the group from the enemy. This shield consists of fire and anti-matter, and should deter intelligent creatures...

Word of Fear 04 All enemies.

This spell creates terror in the minds of the enemy. The adversaries lose all courage and flee in panic.

Word of altering 04 Enemy group.

This spell can change a creature into another life- form. Quite useful in turning a dragon into a frog for example, but beware: It is said that this spell does not always function properly,- and that a relatively harmless bat has been turned into a (relatively?) harmless mountain troll...

Word of confusion 04 Enemy group.

The minds of the enemy are filled with a magical confusion, so that they cannot define friend or foe, and attack anything within their ranks.

Summon Elemental 01 - - -

The recitation of this spell invokes a being from another dimension. There are four Elementals: Earth, Wind, Fire, and Water. After invoking, one of the Elemental Spirits will fight alongside the group. Owing to their god-like qualities, they are powerful helpers when needed.

Icy ray 03 An enemy.

The effects of this spell are much the same as those of the 'Ray of fire', the only difference being that the opponent's movements are slowed down due to the cold.

Petily 03 An enemy.

Unless averted, or avoided under extremely lucky circumstances - the target of this spell will be turned to stone forever. The only possibility of being brought back to 'life' is through the use of advanced healing magic.

Death clouds 03 All enemies.

This formula creates a poisonous cloud within which all creatures that breath oxygen are poisoned. A magician should try to avoid being caught up in the spell of his own creation...

Disintegrate 03 An enemy.

This spell attacks the basics of all 'being'. The target of this spell suffers the loss of all energy - all atoms separate,- the target disintegrates. Forever.

Word of death 02 All enemies.

This spell enables a magician to stop the biological functions of any enemy, until death... This spell is highly effective, but unwillingly used by all magicians of principle and those magicians that practise the 'Grand Board of Magicians Codices'.

Mindshock 03 All enemies.

This spell of 'brain stroke' incurs a kind of cerebral apoplexy to the enemy. This kind of attack normally kills.. There are some species however, that can survive such an attack,- this often proves their somewhat lower intelligence...

Magic Shield 03 Companions.

A magical shield concentrates the air around the group, an individual member cannot be envisaged exactly, and missiles, arrows, etc., are slowed down on entering this shield, causing less damage.

The Illusionist's spells:

Acid Ray 08 An enemy.

After reciting this spell, the illusionist is able to produce a jet of acid from his fingertips, aimed at the target of his mental concentration. The result of this action is rarely lethal to the opponent, but can badly damage the appearance of an opponent.

Colour rays 07 An enemy.

Depending upon the colour of the beam sent, an opponent sustains bodily damage and / or damage to sight, hearing, or sense of touch.

Haste 06 Companions.

This spell is powerful, but can be dangerous to the magician usng it. The magician creates a zone in which time runs twice as fast, and the actions of those under this spell also move twice as fast. Those within this zone, including the magician also age twice as quick as normal, the reason for which magicians do not like using this spell as their lives are often short enough.

Magic Lantern 08 - - -

The illusionist creates a small flame that cannot be blown out or extinguished, unless by magic.

Mud 05 All enemies.

One effective way of stopping an enemy is to "pull the carpet" from under his feet. This spell creates a swamp around the enemies, making it impossible for them to stand up and attack.

Phantom Armour 06 Companions.

The phantom armour is an effective protection for a comrade. A magical suit of plate armour is created around the figure of the magician's choice. This suit of armour absorbs all attacking energy, transporting the energy into another dimension. Most attacks are useless against this armour, but still, a degree of caution is still advisable when wearing this armour.

Magic Map 04 - - -

There are still no automatic cartographing machines in the world of Faerghail, and sketching and mapping is therefore quite a laborious pastime. An ingenious magician by the name of Kwich Zbrglzik decided to put an end to this by working out this spell, very much to the disappointment of dungeon architects. A legend tells of Kwich Zbrglzik being lynched by an angry mob of builders.

Open Locks 03 - - -

This spell was also invented by the famous Kwich Zbrglzik, who at the time was angered by the demands of a thief for opening doors and disposing of all traps on the way to the room that Kwich wanted to enter. This spell enables the illusionist to open nearly all barred or locked doors.

Blind 04 Enemy group.

This spell does not injure an enemy, but that is not the aim of this formula. It may however, discourage an enemy from attacking, by blinding him for a short length of time.

Smoke Cloud 05 All enemies.

This formula creates a cloud of smoke that smothers the enemy, blinding and choking them.

Disarm traps 03 - - -

This spell disables an already detected trap without causing damage.

Farsightednes 05 - - -

This formula enables the illusionist to foresee an attack, giving himself and the group enough time to prepare for combat.

Lightning 05 An ememy.

The magician invokes the forces of nature and creates a powerful fork of lightning.

Invisibility 04 Companions.

Invisibility is not to be taken too light-heartedly.- The enemy can't see you but neither can a friendly archer, which can cause quite serious damage. This kind of situation also caused the death of the inventor of this spell.

Ray II 04 An enemy.

This spell is the same as 'Ray I', but much stronger.

Entanglement 04 Enemy group.

This spell creates invisible force fields around the enemy that 'entangle' them as if they were tied up.

Polymorph 04 Enemy group.

On recital, this formula changes, (for example) a terrifying ogre into a harmless (?) rattlesnake. This spell does not work on all creatures, dragons seem to be immune to this kind of magic.

Surprise 06 All enemies.

This spell creates an unexpected vision in the minds of the enemy. This surprise vision makes an enemy either attack one of his own group or renders him useless.

Phantom Shield 04 Companions.

This is quite like the magic shield used by magicians, does not afford such intense protection however, and is useless against a magical attack.

Flame fist 04 An enemy.

With use of this arcane formula, the illusionist creates a flaming fist with which he may attack the enemy. To use this, the illusionist has to throw a punch at an enemy. This however, is not like hand-to-hand combat, but is best explained as a mixture of shadow boxing and trying to break doors in by running backwards.

Heart attack 04 An enemy.

This spell is easy to explain and is of terrible power. The heart of an enemy is just stopped, for a chosen length of time. Normally no-one survives an attack like this except Sivlanic Kobuk Lizards whose hearts are found at the end of their incredibly long tails, but that's another story...

Slow down 04 All enemies.

The illusionist creates a different time-sphere around a target of his choice (generally an enemy). Within this sphere, time is slowed down, and the group may attack the slowed down enemy twice in any round.

Rainbow trues 03 Enemy group.

An appearance, quite like a rainbow may be observed after the recital of this spell. Each of it's colours brings a lethal dose of magic down on the enemy. Inconsistent in its effects, all scientific observation conclude that this spell is only constant in its own inconsistency.

Phantom 01 Companions.

The illusionist creates a phantom that, because of its aggressiveness, draws all enemy attacks towards it. The phantom is, however only a shadow.

Sunlight 03 Enemy group.

A magical source of light is created that has the power of sunlight. This source may be moved by the illusionist, blinding and burning an enemy and deterring all creatures that avoid the light of day, - undead, etc.

Phantom prison 03 Enemy group.

A phantom cage is created that may be placed around a companion or a whole group, affording almost complete protection. The only disadvantage of this spell is that the so protected persons are not able to act as they might want to.

The Druid's spells:

Glow 10 An enemy.
The recital of this spell causes the outlines of an enemy to glow, enabling the group to hit more effectively.

Enchant Weapon 08 A companion.
With this, the druid is able to enchant the weapon of a companion, so that, (for example) a falling leaf would be cut in two by it.

Animal friendship 08 All enemies.
This spell allows the druid to make friends with all wild animals, i.e wolves, etc.

Firetrap 06 An enemy.
The original use of this spell was to protect an object or persons. Movement activates this trap. Nowadays, this spell has been modified, so that the druid is able to direct this trap at a target of his choice, and activate it immediately.

Healing I 06 A companion.
This spell is identical to the 'Healing I' spell of clerics, this is because some clerical spells have been adopted by druids, only the formulas have been adapted for druidic use.

Friendship 06 An enemy.
Just the same as the spell 'Friendship with Animals', only this spell includes friendship with humanoid species.

Wooden skin 05 A companion.
The skin of this spell's target takes on a tree-like complexion and thickness. - Useful in combat. Most impressing and fascinating is the speed at which the target's wounds and injuries heal.

Remove traps 04 - - -
Anyone can deactivate a trap by running into it, not all can dispose of a trap by the use of magic.

Flicker 05 Companions.
This spell places the group inside a flickering kind of shield. The enemy cannot focus on them, but the attacking strength and damage caused is reduced.

Summon Insects 05 All enemies.
Quite like the 'Swarm of Hornets' spell, used by clerics, this spell summons a swarm of inects, the blood- sucking, biting, and stinging effects of which are devastating to any opponent.

Thunderbolt I 04 An enemy.
This spell invokes the forces of nature and damages the enemy.

Thunderbolt II 04 All enemies.
The same as above, this spell causes greater damage.

Woodkeeper 01 - - -
A Woodkeeper is summoned that uses all his powers in supporting the group. A formidable ally...

Hailstorm 04 All enemies.
This spell probably needs no explanation. The size of the hailstones may vary up to the size of wallnuts, - causing bad damage.

Cyclone 04 All enemies.
The ability to create, and direct a cyclone of variable size has always been a dream of all mankind, well, here it is, but only for druids. Oh, by the way, it causes great damage to an opponent.

Healing II 05 A companion.
This spell is identical to the 'Healing II' spell of clerics.

Summon Elemental 01 - - -
This spell is identical to the 'Conjure Elemental' spell of magicians.

Fiery aerdite 04 Enemy group.
This spell creates a storm of comets that the druid may direct at will. The chances of a creature surviving an attack like this are practically none.

Imbecility 05 All enemies.
Should this attack succeed, the target's brain is reduced to the size of a pea.

Sandstorm 03 Enemy group.
This spell is also self-explanatory, The opponent is not just occupied in trying to see or breathe, but also can hardly defend himself.

Death Ray 03 An enemy.
A death ray is a combination of anti-matter, force- fields and Elemental powers. These combined forces create a sphere of destruction that no living creature can survive. This spell has a disadvantage, that being that it is extremely difficult to control and aim...

The Cleric's spells:

Healing I 10 A companion.
This is one of the most used spells in the world of Faerghail. It may cure lesser illnesses, light wounds, etc. It cannot, however cure those suffering heavy injuries.

Light 08 - - -
This spell is much like the 'Bringer of light', used by magicians.

Fearevil 08 - - -
With this, the cleric creates a protective aura, that dilutes all evil force with good. Protecting him from an attacking evil creature.

Bless 07 Companions.
A cleric may bless the group, improving the group's fighting morale - the group hits harder.

Fear 08 All enemies.
This spell is highly effective when used against the creatures of darkness. The positive powers of this spell are detected by all undead in the vicinity, and causes them to flee.

Mental hammer 06 An enemy.

This spell enables the cleric to concentrate his powers and project them into the mind of an enemy. This power is then let loose in the enemy's mind and works quite like a hit on the head from a hammer, therefore the name of this spell.

Singing 06 Companions.

This spell is quite the same as the 'Blessing', the only difference being that the enemy's fighting morale is reduced.

Bindpersons 06 Enemy group.

Quite like the illusionist's 'Entanglement', this spell compresses the air around an enemy, restricting their movement ability.

Silence 10 All enemies.

A sphere of silence may stop the recitations of an enemy magician. Very effective against a group composing of more than one magician.

Relibel poison 08 A companion.

This spell may cure a companion from poisoning of a lesser kind, or reduce the effects of heavy poisoning.

Prayer 05 Companions.

A prayer cannot always work wonders, but at the right time, to the right god, it may be of immense help, supporting the group in their cause. However, if a cleric has fallen in fault of the god of his Order, and a prayer is directed at that particular god, it can happen that this god will appear in person, and tell the cleric what he thinks of him!

Remove Curse 01 Companion.

Curses are always quite unnerving things; running around with a pig's head instead of one's own, or needing to eat three times as many rations as normal, is not much fun.. An ingenious cleric has found a fantastic formula against this kind of thing, – and it works!



Healing II 05 A companion.

The same as 'Healing I', just that much stronger. Can be used to cure somewhat heavier injuries.

Flame punch 05 Enemy group.

This hand of fire from the elemental dimension may be used by the cleric like his own hand. The effect of a punch, or hit from this fiery hand is, however, devastating...

Insect swarm 04 All enemies.

On using this spell, a cleric calls on those forces normally reserved for druids: He conjures a swarm of hornets that he may direct and use at will.

Annitrilate Evil 04 An enemy.

This spell is a near relative of the spell 'Flax Undead', however, the 'Deter' spell works at a wide angle, whereas this spell concentrates its powers at one object and destroys... The effects of this are left to your own imagination. Advice: Not to be used by children, or adolescents, and definitely not by clerics with a nervous stomach.

Bladewall 04 An enemy.

With this spell, the cleric creates a wall infested with rotating knives, which he may direct at a target of his choice. The effects are quite like those we may observe today in a kitchen mixer...

Summon Warrior 01 - - -

By use of this spell, a fighter of the same alignment as the cleric appears, and supports the group, and how he supports them,- he is a formidable fighter..

Earthquake 03 All enemies.

This spell is easily explained,- an earthquake is conjured, the earth shakes, and swallows up the enemy. But be warned; one or two clerics at least have been killed by their own magically created earthquakes.

Protection 03 Companions.

This spell of protection is nearly the same as the 'Phantom Cage' spell used by the illusionists. It does not, however, protect the group from magical attacks.

The Healer's spells:

Foreword:

Many of the healer's spells in this list are explained by examining the spells of the same name in the other magic user's lists. The reason for the spells often being identical is because the 'Order of Trykeners' (all female, and very peaceful), was founded much later, and adopted many magic formulas from other magic users, adapting the spells to suit their own magic language.

Cure light Wounds 10 A companion.

This spell is identical to the 'Healing I' spell of clerics.

Singing 06 Companions.

Quite like the spell of 'Blessing', this spell improves the group's fighting morale, whilst reducing that of the enemy.

Shield 06 A companion.

One of the universal spells used by all magic users, it's effects are that of the magician's 'shield' spell.

Stun 07 Enemy group.

This spell enables the healer to lame the nervous system of an opponent. This does not attack all organs of an opponent but at least reduces his fighting power drastically.

Cureserious wounds 06 A companion.

This spell is identical to that of the clerics.

Light 10 - - -

This spell is identical to the 'Light' spell used by magicians.

Bless 06 Companions.
This spell is the same as the clerical 'Blessing'.

Cure Blindness 01 A companion.
The healer uses her powers to heal a blind companion. Blindness, whether caused by magical or by physical force, can be healed with the use of this spell.

Healing III 04 A companion.
This spell heals even the most heavy wounds, and all lethal illnesses.

Cure Poison 01 A companion.
With this mixture of prayer and recitation, a healer can cure a companion of almost all kinds of poisoning. This spell, however, is very tiring for the healer.

Refresh 03 A companion.
After using this spell, the target is not only rested but has gained all constitution, and can rejoin the fray.

Cure Illness 01 A companion.
This spell does heal wounds, but cures the patient of sickness.

Shelter 03 Companions.
This spell creates a kind of shelter for the companions, enabling them to take a short breath during hard fighting, to care for the wounded and strengthen those still able to fight. It is not possible to attack an opponent without leaving this place of relative safety.

Threaten 04 All enemies.
This spell is quite like the 'Words of Fear' used by magicians.

Dispell Undead 05 All enemies.
This spell is identical to the spell used by clerics.

Remove Curse 02 A companion.
This spell is identical to the spell used by clerics.

Restoration 01 Companions.
This spell is probably the most powerful of all used by healers. It heals all wounds and cures all sickness. It does, however, need all the healer's concentration and powers, so that she is not able to even move after reciting it.

Magic Cage 01 A companion.
This spell produces the ultimate defensive weapon, quite like the 'Refuge', but affords protection even against a magical attack.

The Blacksmith's spells:

Disrapt 04 All enemies.
With this spell, the blacksmith is able to create a horrendous din, disturbing an enemy magician in concentrating on a spell. There is tell, however, of a blacksmith torturing his anvil to a such degree that his whole group was deafened for life.

Dismay 04 Enemy group.
This spell also uses sound and vibration: The opponent is put under stress by the din created, and runs away in panic.

Enchant Weapon 03 A companion.

The blacksmith uses this spell to concentrate his powers of metal-work to such a degree that an opponent believes that the so-created weapon is magically sharpened and all-powerful.

Enchant Armour 03 A companion.

The same as 'Magic Weapon', just that the armour produced has the same qualities.

Crystal Ball 02 Companions.

The use of this spell enables the blacksmith to map a complete cellar or dungeon level, even without a crystal ball.

Quake 03 Enemy group.

Using this spell, the blacksmith creates a series of rhythmical, powerful hammerings that make the earth shudder, damaging the structure of his target. The effective use of this spell can well produce a small earthquake in which the enemy is swallowed or destroyed.

Paralyse 03 Enemy group.

This mixture of rhythmic hammering on the anvil and recitation, create a din of high vibrations that reverberate around the target's ears: This lames their nervous system and renders them near defenceless.

Vibration 02 All enemies.

This spell is quite like the 'Paralyse' spell, the damage caused is, however, much greater and longer lasting, and may result in permanent disablement and deafness.

Iron Sparks 02 Enemy group.

The recital of this spell increases the power of hammer strokes on the anvil, and leads to a shower of burning sparks directed at the enemy.

Titan Fist 01 Companions.

The 'Titanic Fist' is the most powerful of all known magic spells. The use of this spell can destroy all walls and demolish all stone structures that would normally be unconquerable. The material aspects of this spell (if used by a demolition company) have not been recorded, and shall not be gone into...

VI. Loading and starting.

AMIGA

Place the "Legend of Faerghail" disc '0' in the internal floppy-drive. Press CTRL and both Amiga keys - (RESET). After a short time, an introductory sequence will appear. - (Can be ignored by holding down the left mouse-button). The Amiga Workbench will then appear. Click twice on the "Legend of Faerghail" disc symbol. A window displaying the "Legend of Faerghail" program symbol will then appear, click twice on this symbol. The program is then loaded and starts.

ATARI ST

Place the "Legend of Faerghail" disc '1' in the internal floppy-drive and press the reset button. The program loads automatically.

IBM and compatible.

This program has to be started from the DOS Command level. Place the "Legend of Faerghail", disc '1' in drive A. Type in ' A: ' , to activate drive A, then type in "START". The program will then load automatically.

If the program hasn't been installed yet, this will be done. Please follow the instructions given from the program.

!!! Should any of the supplied discs malfunction, please return them to your supplier, or place of purchase.

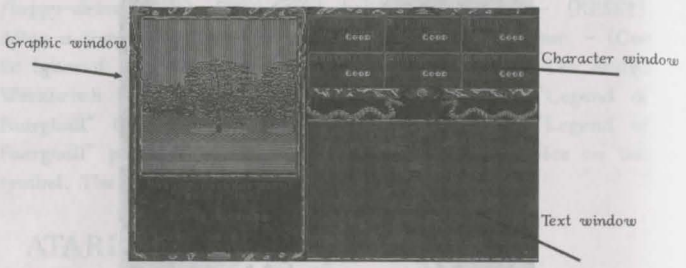
If not exchanged, or reimbursed, then send this game package to:

Rushware GmbH. Kaarst.



VII. Gameplay.

Screen information



a) Character study

Here is a numerical list of all characters. Advice: Those characters less likely to gain experience points in combat should be placed at the top.

Using the left mouse button, click on a character button, a graphic and an overview of that character will then be shown. To exit this screen press the right mouse button.

b) Graphic window

This is the visual link to the world of Faerghail. Graphics and gaming area are shown here.

c) Text window

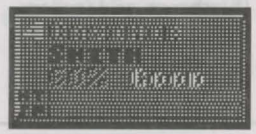
When in somewhat stranger circumstances, additional, important information is shown here. This information is shown even when actions are being carried out by the player.

d) General information screen

This screen shows the name of the actual place of play, movement direction, time of day, morale of the group, and the number of rations left. When in combat, this screen serves as a combat overview: A view of the battle from above is shown, and the owners of a RAM-upgrade are shown an animated combat sequence.

Character data

a) Name of character
b) Character's number
c) Profession
d) Constitution
e) Armour protection (in %)
f) Hit points (in %)
g) Available spells (in %)



Character display

A character's current data is shown in the character display that shall be explained here. This summary is divided into several pages of information. Page one may look like this:

```
Elgra: Lawful-good                    HealerHuman
Rnk    18  Hitpoints                  0096/ 0099
           Magic points               0025/ 0025
Str    14
Con    19  Health                     Healthy
Dex    19  Experience                 00000067898
Int    10
Wis    19  Weight                     0059/ 0490

(E)xchange gold/rations
(N)ext page
(C)ontinue
```

The first line shows the name, alignment, sex and profession of a character. Our example obviously presents a lawful-good healer of the female sex.

The character attributes are shown on the left-hand side of this display. These are:

Rnk	Experience level
Str	Strength
Con	Health
Dex	Dexterity
Int	Intelligence
Wis	Wisdom

Last, but not least, the actual and maximum values for Hit-points, magic, points and load. 'Experience' shows the number of experience points. 'Constitution' shows the actual health of the character (healthy, poisoned, etc)

The next page information is shown after pressing (N)ext, or clicking on the appropriate page line. Page two presents an over-view of those objects, artifacts, gold and rations carried by the character.

Page two should look like this:

```
Elgra:                  Load:    0059/ 0490
Rations:    14          Gold:    0008 Gp
1     E     Robe        94%      81 lb
2     E     Staff       98%      51 lb
3           Spellbook   100%     61 lb
4     +     Crystalsword 100%    12 lb
5     +     Inquisitor  100%     6 lb
6
7
8

(E)xchange gold/ rations
(N)ext page
(C)ontinue
```

After the name of the character, the actual and maximum load carried is shown along with the number of rations and the amount of gold carried. Underneath, a list of objects that the character has on his person is shown. Should this list be longer than that shown on the screen, two arrows are shown alongside, enabling the user to scroll up and down.

Apart from the name of the object, other information is shown, for instance, – if the object is in use, or worn by the character an 'E' is shown, if an object cannot be used by the character a '+' is shown, followed by the condition of the object (80%, 90%, 100%, etc.) and the weight (51 lb, 81 lb, etc.) Our example shows that the robe is worn by Elgra ('E'), that it is in good condition (94%), and that it weights 81 lb.

Objects may be worn, discarded, or given to other characters by clicking on the object or pressing its number. A menu will then be shown allowing the discarding or exchange of objects.

The next page of character information is especially important for those magic-using professions. Important: Page 3 is not shown for characters that cannot use magic. A list of magic spells is shown, and information on how often a particular spell may be used.

Elgar:
Magic: 21/25

1	Heal light wounds	10	/	10
2	Sing	6	/	6
3	Shield	6	/	6
4	Lame	7	/	7
5	Heal heavy wounds	6	/	6
6	Light	6	/	10
7	Bless	6	/	6
8	Cure blindness	1	/	1

(E)xchange gold/ rations
(N)ext page
(C)ontinue

'Magic' shows the number of magic spells that may still be used, and the maximum number of spells per day. Elgra has already used four spells, she may use another 21.

A list of spells follows, scrolling is also possible should the list be too long. The numbers after each spell show how often the spell may be used per day.

The 'Light' spell has been used by Elgra four times this day.

The next page (page 4) shows information on the special abilities of a character. Elgra's table looks like this:

Elgra:	
Parley/ Negotiate	10%
Attack	5%
Defend	6%
Concentrate	88%
Pick-pocket	34%
Sneak/ Creep	34%
Trap finding	39%
Trap disposal	39%
Open doors	34%

(E)xchange gold/ rations
(N)ext page
(C)ontinue

After each special ability, a value is shown informing the player of the actual ability of that character, - Elgra's 88% for concentrating ability is a typical value for a magic-using character.

The last page of information (page 5) shows a list of languages that a character can speak:

Elgra:	
Speaks:	Common language
	Animal language
	Orc tongue
	Troglodyte/ lizard language
	Dwarf language
	Elven language
	Dark language
	Magic language

(E)xchange gold/ rations
(N)ext page
(C)ontinue

The name of each language spoken by the character is listed. Languages that a character does not speak are not listed.

VIII. Operating instructions.

Saving and loading a game

Is the program loaded, enter the tavern and click on "(D)ata load": type in the name and directory of the game to be saved / loaded, and press RETURN. If in wilderness or dungeons, click the right mouse button in the text window, the mouse menue is then shown, then click on the menue function "File options". This function is also found by using the keyboard - just press "O". It is advisable to periodically save your game, avoiding system fall outs etc.

Additional user-aid programs

For some computer systems there are additional aid programs supplied with this package.

a) Format

Formats a disc for game saves, in the standard format of your computer system. The disc is given the name looked for by the main program.

b) InstHD

Some versions are allowed to be installed on your hard disc. These are the IBM, Amiga, and Atari ST versions. To install, run the program "InstHD" from the game disc . The game must be used in a main directory, second- level directories are not allowed! All other information needed is called for by the program.

Only for Amiga:

After installing, the program will ask if it should modify the Command file for starting your hard disc. Should you choose "Y" es , the command file is modified, adding on three lines of text. The "Legend of Faerghail" is then directly started by clicking on the game icon when the hard disc is ready.

Transfer

This program was written to enable the user to transfer a well loved character from another role playing game. This program transfers characters from the following games:

Phantasie I © SSI
Phantasie III © SSI
Bard's Tale I Tales of the Unknown © Interplay
Bard's Tale II The Destiny Knight © Productions / Electronic Arts.

After starting this program, it will ask for the origin of the desired character to be transfered. Place the desired game/ character disc in the drive. The character data is then converted. The program will then ask if this character should be taken over into "The Legend of Faerghail" game, press "Y" for yes or just RETURN. More often than not, your well loved character will be down graded for "Faerghail" - a character too strong would make this game too easy. The profession of a transfered character is also not always the same - for example the bard is not a profession in Faerghail. In this case, a profession is chosen that needs the same kind of experience as the transferred has, or a profession is chosen that is of importance to the group. The maximum number of characters that may be saved on the main disc is 32. This limit goes for both created or transfered characters.

Making a back-up

To make a back-up of the original, follow the instructions in the user manual for your system.

The different versions

IBM PC

This program automatically acknowledges an already installed mouse-driver. Pc users without a mouse can play this game using the cursor keys and those described in this hand-book. This program runs with the following graphic cards: Hercules, CGA, and EGA. No guarantee is given for the functioning of this program with other cards.

Atari ST, IBM

Should your system contain a Ram-upgrade, this will be used by the program, reducing additional loading time.

Amiga

A ram-upgrade will be used by this program to load additional graphics and sound effects.



IX. Help.

A quick start...

After loading, you will find yourself in the tavern in the town of Thyn. All journeys start from this point of contact, where adventurers and brave warriors meet, seeking others to join them on their journeys. Your predicament is quite the same, in order to fulfill your mission you have to find up to six trusty companions who'll join you on your journey.

You now have two choices: – You can recruit a whole group of fully equipped adventurers, or try to recruit individuals on your own.

To recruit, click on the menu function (R)ecruit or press the "R" key. A list of characters will appear showing their names, professions, and experience levels. Click on the chosen character or press the key according to his number. When six characters have been recruited, this menue will automatically close.

To recruit characters of your own accord, choose the '(L)ook for new character' menu function. A new menu will then appear, presenting you with the possibility of choosing the attributes that the new character should have. To choose a character click on (L)ook. Should this character suit your purpose, then click on (A)ccept. This new character must then be given a name; up to ten letters may be typed in.

Important:

No two characters can have the same name. A maximum of 32 characters may be found and saved. Should a character not suit your desires do not (A)ccept, but click on (R)eject, or just press the right mouse button. This allows one to "Search" indefinitely. Have you found enough characters for your journey, recruit them as described, and the mission can begin...

Leave the tavern by clicking on, or pressing (C)ontinue, or just press the right mouse button.– Throughout the game, pressing the right mouse button, space, or return key will '(C)ontinue'.

To leave the town, '(C)ontinue as above. You will then be well on your way and arrive outside the town, in the wilderness of the valley of Faerghail.

It's early morning, and the sun rises, red, in the East. – Important: try to observe the position of the sun as you will not, at this time, have any kind of compass..

X The programming team

Game concept	Olaf 'Olsen' Barthel Veith Schörgenhummer Mathias Kästner (Electronic Design Hannover Team)
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Music	Andreas Starr (AMIGA) Karsten Obarski (ATARI ST) Holger Gehrmann (ATARI ST)
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Special thanks to Stefan Deppmeier (Concept ideas), Oliver Stephanus (Character classes and help) and to Bernd and Jens from Com-Data in Hannover (for their fast help when the hard disc crashed)

XI. Coming soon...

Coming soon from reLINE:

Powerslide

In this new kind of motor racing game, the gamer has to solve the many different missions loaded on him. On success, the player is rewarded with the possibility of arming his car with many extras. Opposing cars can be shunted from the track, or completely demolished. Or oneself.. The extremely fast scrolling action and animation make this game a must for all Action! fans of skill and strategem.

Planned for: Amiga, Atari ST, C64 and IBM PC's

Centerbase

The future.. Central Cities administrate and supply mankind. Being an administrator of a sector, your aim is to avert all sabotage, stamp out criminals, and maintain the supplies. With your control terminal, you can investigate all activities within your sector, stop saboteurs (action sequences), build living quarters and trade. A must for all those gamers that play "Oil Imperium" or other games of this kind.

Planned for: Amiga, Atari ST(colour and mono), IBM PC's

Rotator

A planet with energy problems.. Attackers from space have sabotaged the generators and destroyed the pylons. With use of your special vehicle – the Rotator , new cables have to be connected before the invaders connect the central energy supply to their own base. A game needing extra skill, strategy and fore-sight, a game that's addictive! Gameplay proceeds in two screens turning in 36 !!! different angled views in real-time. – A programming technique never seen before today.

Planned for: Amiga, Atari ST(colou)r , IBM PC's

Now available:

Hollywood Poker Pro

A round of poker in attractive surroundings – with four girls. Caution! The girls know all the tricks and can they bluff! Watch out or you'll lose all... Hollywood Poker Pro presents attractive graphics, zoom- in mode, and good music. An international hit!

Programmed for Amiga, Atari ST, and C64 with floppy.

Oil Imperium

Haven't you always wanted to manage a business empire? Have the power to make decisions, and sabotage other firms? In this intriguing game you are the president of a multi-national oil firm, trying to survive in the hard world of commerce, even using illegal methods in stopping your competitors. A cool and clever personality is needed in this action-packed game of intrigue. The fantasic graphics, soundtracks, and action sequences of this game have made it a hit on an international scale.

Programmed for : Amiga, Atari ST (colour and mono), IBM PC's, and C64.

LEGEND OF FAERGHAIL

LEGEND OF FAERGHAIL

I)	Les caractéristiques de base	97
II)	Les races	99
III)	Les métiers	100
IV)	Les compétences particulières	102
V)	Les langues	103
VI)	Les alignements	104
VII)	L'univers de Faerghail	105
	a) Les villes	
	b) Les forêts	
	c) Les donjons	
	d) Que faire dans les donjons?	
VIII)	Les rencontres	108
IX)	Les combats	109
X)	La magie	112
XI)	Instructions de chargement	117
XII)	L'écran	118
XIII)	Description des personnages	119
XIV)	Sauvegarde et chargement	120
XV)	Les programmes d'aide	121
XVI)	Particularité des différentes versions	123
XVII)	Début du jeu	124

LES CARACTERISTIQUES DE BASE

Force (Strength)

Le chiffre de cette caractéristique représente la force physique du personnage et sa capacité à porter des charges. C'est le trait principal des guerriers et des paladins.

Intelligence (Intelligence)

Le chiffre correspond au quotient intellectuel et nous renseigne sur l'aptitude du personnage à apprendre des langues, sur sa sagacité et sur son esprit de combination. L'intelligence est la caractéristique principale des magiciens.

Sagesse (Wisdom)

Cette qualité correspond à la volonté de réussite, à la mémoire, à l'intuition et à la ruse. Les clercs et les druides disposent d'un grand nombre de points en sagesse et utilisent la magie sans avoir recours au livre des sorts.

Dextérité (Dexterity)

La dextérité correspond à l'agilité, à la rapidité des réflexes et à la capacité d'évaluation des situations dangereuses (attaques, pièges). C'est la qualité principale des voleurs et des moines.

Constitution (Constitution)

La constitution représente la santé, la forme physique et la force de résistance aux poisons. Plus ce chiffre est élevé, plus le personnage dispose de points de vie.

Points de vie (Hit points)

Chaque personnage dispose d'un certain nombre de points de vie qui nous renseignent sur son état de santé. Lorsqu'il a atteint

le maximum de points, il est en pleine forme physique, alors qu'une perte de points signifie qu'il fatiguera plus vite dans les combats ou en marche et que sa force de résistance aux maladies est diminuée. Il est vivement conseillé de soigner les blessures dans les temples ou avec des breuvages. Une perte totale des points de vie annonce la mort imminente du personnage!

Points de magie (Magic points)

Plus le personnage possède de points de magie, plus il peut utiliser de sorts. Chaque effort fait baisser le chiffre et une pause peut s'avérer nécéssaire pour récupérer des points.

Points d'expérience (Experience points)

Un personnage obtient des points d'expérience, chaque fois qu'il a vaincu un adversaire ou qu'il a correctement utilisé un sort.

Ces points lui permettent d'avancer dans sa profession, d'améliorer ses caractéristiques et de recevoir des points de vie et de magie supplémentaires. Il doit pour cela, se rendre au conseil des corporations, où il recevra un entraînement approprié.

Classe d'armure (Armour class)

Un chiffre élevé signifie une très bonne protection contre toutes sortes d'attaques. La classe d'armure est composée de la dextérité, de la constitution et de l'armement.

LES RACES

Les humains (Human)

Il existe tellement de races parmi les humains, qu'il serait trop long de toutes les décrire. Sachez seulement que les humains peuvent exercer tous les métiers.

Les gnomes (Dwarf)

Ces compagnons sympatiques sont fidèles et dignes de confiance. Ils aiment les pierres précieuses, n'utilisent jamais la magie et ne s'entendent pas avec les elfes. A cause de leur physique, les gnomes sont en général des guerriers ou des forgerons.

Les elfes (Elf)

Les elfes sont d'excellents archers. Bien qu'ils soient immunisés contre la paralysie, ils ne luttent pas aussi bien que les gnomes dans les combats rapprochés. Leur intelligence supérieure leur permet de devenir mages ou illusionistes.

Les petites-gens (Halfling)

Leur atout principal est la dextérité et ils sont souvent embauchés comme espions ou voleurs. Ces excellents archers sont peu courageux, mais toujours prêts à intervenir lorsqu'un ami est en danger.

Les demi-elfes et demi-orques (Mixed race)

Les demi-elfes ont les mêmes caractéristiques que les elfes, mais ne sont pas immunisés contre la paralysie. Les demi-orques sont des guerriers très forts mais peu intelligents et querelleurs.

LES METIERS

Guerrier (Warrior)

Un guerrier sait se servir de toutes les armes. Il doit être fort et avoir une bonne constitution pour pouvoir défendre son groupe et éventuellement enfoncer une porte verrouillée. Il est recommandé d'avoir au moins un guerrier dans son groupe.

Barbare (Barbarian)

Les barbares ressemblent aux guerriers, mais ils sont plus efficaces et plus résistants aux coups. Ils refusent la magie et ne se fient qu'à leur force physique.

Voleur (Thief)

Les voleurs évitent de se battre, car ils ne sont pas forts et ne portent pas d'armure métallique. Ils savent très bien détecter et désamorcer les pièges et forcer des portes. La dextérité est leur caractéristique la plus importante.

Forgeron (Blacksmith)

Le forgeron répare, en cours de voyage, les armes et armures abîmées. Lorsqu'il dispose d'un marteau et d'une enclume, il peut lancer quelques sorts. Il ne porte pas d'armure métallique.

Garde forestier (Ranger)

Ses caractéristiques ressemblent presque à celles des guerriers.

A partir d'un certain niveau d'expérience, il peut utiliser certains sorts des druides. C'est aussi un excellent guetteur.

Prêtre (Cleric)

L'homme de l'église est un sage qui lutte contre le mal dans le monde. Il a des dons de magicien, mais n'utilise la magie que pour défendre ou protéger les humains.

Druide (Druid)

Son rôle est de protéger la nature à l'aide de ses pouvoirs magiques. Il est toujours le bienvenu dans un groupe, car en sa présence, la nature ne se montre presque jamais hostile.

Magicien (Magician)

Les sorts que le magicien utilise sont si complexes, qu'il a toujours besoin du livre de magie. Il ne porte pas d'armure et est trop faible pour se battre. Il préfère lutter avec sa magie.

Illusionniste (Illusionist)

L'illusionniste ne porte pas d'armure et ne maîtrise pas l'art de la guerre. Il doit être intelligent et très habile. Ses pouvoirs magiques servent à créer des images dans l'esprit des autres. Celles-ci deviennent réelles lorsque les personnes y croient.

Paladin (Paladin)

C'est un guerrier pour qui les notions de gloire et d'honneur jouent un rôle important dans la vie. Il lutte contre le mal et n'hésite pas à s'attaquer aux adversaires les plus costaux. A partir du 4ème niveau d'expérience, il connaît quelques sorts.

Guérisseuse (Healer)

La guérisseuse est une magicienne sage et habile, dont les sorts soignent, protègent et ne font aucun mal. Elle ne porte pas d'armure métallique, mais ses forces magiques sont souvent très utiles dans les combats.

Moine (Monk)

Les moines refusent toute armure mais ne sont pas pour autant sans défense. Ils ont leur propre technique de combat! Leurs caractéristiques principales sont la dextérité, la sagesse et une bonne constitution. Ils maîtrisent certaines techniques des voleur.

LES COMPETENCES PARTICULIERES

En plus des caractéristiques de base, chaque personnage a des compétences particulières, en fonction de son métier.

Négocier	(Negotiating)
Attaquer	(Attack)
Défendre	(Defend)
Concentration	(Concentration)
Pickpocket	(Pick–pocket)
Ramper	(Stalking)
Détecter des pièges	(Trap finding)
Désamorcer des pièges	(Trap disposal)
Ouvrir des portes	(Open dors)

LES LANGUES

Langue commune (Common language)

Langue maternelle de tous les humains et langue commerciale des peuples civilisés.

Langue animale (Animal language)

Ensemble de sons propres aux animaux. Les druides et les gardes forestiers doivent connaître cette "langue".

Langue des orques ou Gritshnak (Orc Tongue)

Mélange des deux langues précédentes et de la langue des ténèbres. Le Gritshnak est parlé par les orques et est très répandu.

Langue troglodyte (Troglodyte language)

Langue peu utilisée, car les contacts avec les Troglodytes sont rares et se terminent toujours mal.

Langue des gnomes (Dwarven language)

Langue très difficile à apprendre à cause des nombreux sons gutturaux. Les professeurs de cette langue sont très rares.

Langue des elfes (Elven tongue)

C'est une langue très répandue, avec beaucoup de dialectes. Les professeurs qui l'enseignent, sont nombreux.

Langue des ténèbres (Dark language)

Dialecte de la langue des gnomes, parlé par des créatures qui vivent sous terre et évitent les contacts avec ceux du "dessus".

Langue magique (Magic language)

Nommée aussi "Terandir Ellagdrinum Estaffyn", cette langue doit être connue des magiciens pour qu'ils puissent communiquer avec les êtres d'autres mondes.

LES ALIGNEMENTS

Plusieurs alignements sont possibles: loyal–bon, déloyal–bon, neutre, mauvais. Ils servent de ligne de conduite pendant tout le jeu et il est important d'en tenir compte à tout moment. En effet, il ne sert à rien de discuter avec des êtres mauvais et on perd son temps quand on essaye de les persuader avec des arguments raisonnables. Il est aussi conseillé de ne pas attaquer immédiatement un inconnu, car celui–ci pourrait s'avérer très utile pour la suite du jeu.

L'UNIVERS DE FAERGHAIL

A) Les villes

Les magasins

On en trouve dans la plupart des villes du royaume, notamment à Thyn et à Cyldane. Vous pouvez y acheter tout ce dont vous avez besoin ou revendre des objets acquis plus ou moins légalement.

La banque

La banque gère les comptes et délivre des cartes de crédits qui sont acceptées par la plupart des commerçants.

L'auberge

L'auberge est l'endroit où les aventuriers se reposent, achètent de la nourriture et recrutent de nouveaux compagnons.

Le conseil des corporations

Les aventuriers doivent toujours consulter le conseil des corporations pour apprendre de nouvelles langues, étudier des sorts ou recevoir un entraînement pour passer au niveau supérieur.

Le temple des soins

Les prêtres du temple guérissent les aventuriers blessés et rappellent à la vie (si les Dieux le veulent bien!) des personnages décédés.

B) Les forêts

Dans les forêts des comtés de Thyn et Cyldane se trouvent non seulement toutes sortes d'animaux, mais aussi des mercenaires qui dévalisent les voyageurs. Quelques auberges isolées offrent un abri pour la nuit, à condition d'y arriver avant le coucher du soleil. Si vous préférez camper dans la forêt, il est indispensable de laisser quelqu'un monter la garde car les dangers sont nombreux!

Dans le comté de Thyn se trouvent aussi le temple du dragon, une ruine et le palais des elfes. Pour accéder au comté de Cyldane et découvrir divers endroits (un volcan, les ruines d'un oracle, ou l'abbaye Sagacita), vous devez traverser les montagnes ou passer par les mines des gnomes, les "Khazad Maran".

C) Les donjons

Il est vivement conseillé de faire un plan du donjon dans lequel on se trouve, à moins de posséder la célèbre boule en cristal que les gnomes cachent dans leurs mines. La légende dit que celui qui détient cette boule ne risque plus de se perdre.

Explorez minutieusement les donjons (nombreuses portes secrètes!) mais soyez très prudent, car les monstres sont redoutables et les pièges nombreux!

D) Que faire dans les donjons?

–Utiliser un accessoire (O): comme des potions, des parchemins, des objets magiques etc. Choisissez d'abord un personnage puis l'objet qu'il doit utiliser.

–Lancer un sort (U): choisissez d'abord le mage puis le sort.

–Forger (F): s'il y a un forgeron dans le groupe, il répare l'équipement endommagé.

–Se reposer (R): pour reprendre des forces. Si quelqu'un monte la garde, il ne récupère pas de points de vie ou de magie.

–Renvoyer un personnage (D): cette option permet de libérer une place dans le groupe pour pouvoir recruter un nouvel aventurier.

–Appâter (L): lorsque vous êtes poursuivi par des monstres, lancez lui quelque chose pour détourner son attention (nourriture, or) et fuyez au plus vite.

–Boule magique (M): si vous l'avez trouvée, elle vous permet de revenir sur vos pas sans vous perdre.

–Ouvrir une porte (P): si le voleur n'arrive pas à ouvrir une porte, essayez de l'enfoncer.

–Options diverses (O): charger ou sauvegarder un jeu (formatez une disquette vierge au préalable) ou changer des paramètres. Ces options se trouvent aussi dans un menu qui apparaît lorsqu'on appuie sur la touche droite de la souris.

–(T) = pause

–Conseil: vous trouverez des sources dans les labyrinthes et dans les forêts. Elles vous permettent de renouveler les points de vie et la santé des compagnons. Nous vous conseillons de noter soigneusement leurs emplacements.

LES RENCONTRES

Lorsqu'un personnage rencontre un adversaire, il n'est pas toujours nécéssaire de se battre avec celui–ci. Si vous parlez sa langue, il est parfois possible de marchander (avec des commerçants ou des êtres qui veulent se débarasser de leur butin), de recruter un nouveau membre ou de converser. Vous pouvez par exemple, persuader certains monstres de vous laisser tranquille en leur expliquant qu'un combat ne les distraira pas beaucoup.

Si l'adversaire n'accepte pas la conversation ou ne répond pas à votre salutation, il ne reste que deux solutions: la fuite ou le combat.

LES COMBATS

Un tableau semblable à celui ci–dessous est affiché lors de chaque combat:

1)	Arnold	Kil	Attacks	1
2)	Smitty	Def	Magic	1
3)	Casimir	Ret	Magic	2
4)	Aleena	Def	Use Object	1
5)	Tardil	Att	Attacks	1
6)	Tolfin	Def	Stalks	2?

Il indique le placement de chaque combattant: en pointe ("Kil"), en attaque ("Att"), en défense ("Def") ou en fuite("Ret"). Les adversaires ne pourront jamais fuir ("Ret"). La force d'attaque dépend de la position du combattant sur l'une de ces lignes. Un personnage proche de son adversaire a plus de chances de le toucher, mais aussi plus de possibilités d'être blessé. Seuls les mages doivent se trouver à une certaine distance de leurs adversaires, afin de pouvoir se concentrer sur les sorts.

Liste des actions possibles pendant le combat

- Défendre : Important lorsqu'un personnage n'est pas très fort.
- Attaquer : On ne peut attaquer que la première ligne d'ennemis.
- Ramper : (moine ou voleur uniquement) Le personnage disparaît un moment, puis réapparaît derrière un adversaire et se jette sur lui. Le résultat de cette

attaque surprise dépend de l'habilité et du talent du personnage.

– Utiliser un objet : Choix d'une arme ou d'un bâton magique.

– Magie : Lancer un sort ou utiliser une autre forme de magie.

Le combat commence lorsqu'on a placé ses hommes et que les rôles ont été répartis. L'option "Normal combat" permet de voir tout le combat, alors que l'option "Quick combat" n'indique que le résultat.

Le combat rapide

Il est possible de raccourcir la durée du combat, en choisissant dans le menu l'option (Q)uick, au lieu de l'option (A)ttack.

Un tableau indiquant les résultats est affiché après le combat. On obtient les informations suivantes:

Name	Hp.	W	A	B	Attack
Arnold	–3	*	–	–	Failed
Smitty	0	–	–	–	Succeeded
Casimir	0	–	–	*	Succeeded
Aleena	–10	*	–	–	Failed
Tardil	0	–	*	–	Succeeded
Tolfin	–1	–	–	–	Succeeded

–Hp. = Hitpoints : nombre de points de vie perdus

–W. = Weapon damage : arme abîmée oui (*) ou non (–) ?

–A. = Armour damage : armure abîmée oui (*) ou non (–) ?

–B. = Bonus points : si le personnage a fait ses preuves durant le combat, il obtient un bonus. oui (*) ou non (–)

–Attack = attaque réussie ou perdue ?

Après le combat

Le tableau suivant est affiché à l'issue de la rencontre, qu'il y ait eu combat ou fuite.

Name	Gld.	Rt	Exp.	Hp.
Arnold	116	6	67	0
Smitty	80	5	14	0
Casimir	54	5	0	0
Aleena	75	6	0	–12
Tardil	103	5	12	–2
Tolfin	12	5	15	–2

–Gld.	=	Gold	: quantité d'or dérobée à l'adversaire.
–Rt.	=	Rations	: il est possible d'augmenter ses rations en tuant un adversaire animal.
–Exp.	=	Experience points	: après une victoire, on obtient des points d'expérience, en fonction de ses actions pendant le combat (nombre d'adversaires affrontés, recours à la magie)
–Hp.	=	Hit points	: nombre de points de vie perdus au combat.

LA MAGIE

La magie est un art difficile qui exige une concentration intense. Chaque fois qu'un personnage lance un sort, sa concentration et ses points de magie diminuent. Pour renouveler ses forces, il doit se reposer ou même dormir une nuit complète.

Les sorts

Les sorts ne peuvent être lancés de façon illimitée. Dans la liste suivante, vous trouverez le nom anglais de chaque sort, sa traduction, le nombre de fois qu'il peut servir dans une journée et son champ d'action. Référez–vous au manuel anglais pour obtenir plus de renseignements sur chaque sort.

Les sorts des magiciens

–Burning Hands	= main de feu	08	Un ennemi
–Light	= lumière	04	– – –
–Magic Arrow	= flèche magique	07	Un ennemi
–Shield I	= 1er bouclier	05	Les compagnons
–Word of Sleep	= sommeil	06	Equipe adverse
–Shocking Grasp	= électrocution	06	Un ennemi
–Permanent Light	= lumière permanente	02	– – –
–Fireworks	= feu d'artifice	05	Equipe adverse
–Magic Net	= filet magique	06	Un ennemi
–Words of Weakness	= faiblesse	08	Tous les ennemis
–Lightning Bolt	= éclair	05	Un ennemi
–Invisibility	= invisibilité	04	Un compagnon
–Fireball	= explosion	05	Equipe adverse
–Ray of Fire	= jet de flammes	05	Tous les ennemis
–Fading	= nébulosité	06	Les compagnons
–Quickness	= rapidité	05	Les compagnons
–Paralyze	= paralysie	05	Tous les ennemis
–Shield II	= 2ème bouclier	04	Les compagnons
–Slow	= ralentir	05	Equipe adverse
–Blizzard	= tempête de neige	05	Equipe adverse
–Flame	= bouclier de feu	04	Les compagnons
–Word of Fear	= peur	04	Tous les ennemis
–Word of Altering	= transformation	04	Equipe adverse
–Word of Confusion	= confusion	04	Equipe adverse
–Summon Elemental	= appeler un "élément"	01	– – –
–Icy Ray	= jet de glace	03	Un ennemi
–Turn to Stone	= pétrifier	03	Un ennemi
–Death cloud	= nuage mortel	03	Tous les ennemis
–Disintegrate	= desintégrer	03	Un ennemi
–Deathwish	= le sort de la mort	02	Tous les ennemis

–Mind Shock	=	paralysie du cerveau	03	Tous les ennemis
–Magic Shield	=	bouclier magique	03	Equipe adverse

Les sorts des illusionnistes

–Acid I	=	1er jet acide	08	Un ennemi
–Colour Rays	=	rayons colorés	07	Un ennemi
–Quickness	=	rapidité	06	Les compagnons
–Magic Lantern	=	lanterne magique	08	---
–Swamp	=	bourbier	05	Tous les ennemis
–Phantom Armour	=	armure magique	06	Les compagnons
–Magic Map	=	carte magique	04	---
–Open Locks	=	ouvrir des portes	03	---
–Blind	=	éblouir / aveugler	04	Equipe adverse
–Smoke Cloud	=	nuage de fumée	05	Tous les ennemis
–Trap Disposal	=	désamorcer un piège	03	---
–Farsight	=	prévoir une attaque	05	---
–Lightning	=	éclair	05	Un ennemi
–Invisibility	=	invisibilité	04	Les compagnons
–Acid II	=	2ème jet acide	04	Un ennemi
–Entanglement	=	champs énergétiques	04	Equipe adverse
–Bewitch	=	transformation	04	Equipe adverse
–Dumbfound	=	déconcerter	06	Tous les ennemis
–Phantom Shield	=	bouclier invisible	04	Les compagnons
–Fist of fire	=	poing de feu	04	Un ennemi
–Heart stroke	=	attaque cardiaque	04	Un ennemi
–Slow down	=	ralentir	04	Tous les ennemis
–Rainbow colours	=	arc–en–ciel mortel	03	Equipe adverse
–Phantom	=	fantôme	01	Les compagnons
–Sunshine	=	source de lumière	03	Equipe adverse
–Phantom Cage	=	cage invisible	03	Equipe adverse

Les sorts des prêtres

–Healing I	=	guérir I	10	Les compagnons
–Light	=	lumière	08	---
–Protect a. evil	=	protéger du mal	08	---
–Blessing	=	bénir	07	Les compagnons
–Deter undead	=	chasser les mort–vivants	08	Tous les ennemis
–Spiritual hammer	=	marteau spirituel	06	Un ennemi
–Holy song	=	chants	06	Les compagnons
–Tie up	=	ligoter des personnes	06	Equipe adverse
–Silence	=	bloque un sort adverse	10	Tous les ennemis
–Dilute poison	=	diluer un poison	08	Un compagnon
–Prayer	=	prière	05	Les compagnons
–Stop Curse	=	un anti–malédiction	01	Un compagnon
–Healing II	=	guérir II	05	Un compagnon
–Hand of Fire	=	main de feu	05	Equipe adverse
–Swarm of Hornets	=	essaim de frelons	04	Tous les ennemis
–Destroy Evil	=	détruire le mal	04	Un ennemi
–Wall of Blades	=	mur de lames de fer	04	Un ennemi
–Summon Warrior	=	appeler les guerriers	01	---
–Earthquake	=	tremblement de terre	03	Tous les ennemis
–Protect	=	protection	03	Les compagnons

Les sorts des druides

–Glowing	=	illuminer l'adversaire	10	Un ennemi
–Enchant Weapon	=	ensorceler une arme	08	Un compagnon
–Friends... Animals	=	Amitié avec des bêtes	08	Tous les ennemis
–Firetrap	=	piège	06	Un ennemi
–Healing I	=	guérir I	06	Un compagnon
–Friendship	=	amitié des humains	06	Un ennemi
–Bark Skin	=	peau insensible	05	Un compagnon
–Trap disposal	=	désamorcer un piège	04	---
–Flicker	=	protection en combat	05	Les compagnons
–Summon Insects	=	appeler des insectes	05	Tous les ennemis

–Thunder & Light.I	=	éclair et tonnerre I	04	Un ennemi
–Thunder & Light.II	=	éclair et tonnerre II	04	Tous les ennemis
–Summon K...Forest	=	appeler 1 garde forest.	01	– – –
–Hailstrom	=	orage de grêle	04	Tous les ennemis
–Typhoon	=	typhon	04	Tous les ennemis
–Healing II	=	guérir II	05	Un compagnon
–Conjure Elemental	=	appeler un "élément"	01	– – –
–Fireball	=	orage de boules de feu	04	Equipe adverse
–Brain of Newt	=	débilité mentale	05	Tous les ennemis
–Sandstorm	=	tempête de sable	03	Equipe adverse
–Death Ray	=	rayons mortels	03	Un ennemi

Les sorts des guérisseuses

–Cure light Wounds	=	soigner des blessures	10	Un compagnon
–Holy song	=	chants	06	Les compagnons
–Shield	=	bouclier	06	Un compagnon
–Anaesthetize	=	paralyser en partie	07	Equipe adverse
–Heal bad Wounds	=	soigner des blessures	06	Un compagnon
–Light	=	lumière	10	– – –
–Bless	=	bénir	06	Les compagnons
–Cure Blindness	=	guérir un aveugle	01	Un compagnon
–Healing III	=	guérir III	04	Un compagnon
–Cure Poisoning	=	donner un antidote	01	Un compagnon
–Replenish Energy	=	renouveler l'énergie	03	Un compagnon
–Heal Illness	=	guérir une maladie	01	Un compagnon
–Refuge	=	refuge	03	Les compagnons
–Fear	=	peur	04	Tous les ennemis
–Deter Undead	=	chasser les mort–vivants	05	Tous les ennemis
–Stop Curse	=	un anti–malédiction	02	Un compagnon
–Complete Healing	=	guérison complète	01	Les compagnons
–Protective Cage	=	cage protectrice	01	Un compagnon

Les sorts du forgeron

–Din	=	déranger	04	Tous les ennemis
–Terror	=	panique	04	Equipe adverse
–Magic Weapon	=	arme magique	03	Un compagnon
–Magic Armour	=	armure magique	03	Un compagnon
–Crystal Ball	=	boule magique	02	Les compagnons
–Tremor	=	tremblement	03	Equipe adverse
–Lameness	=	paralysie	03	Equipe adverse
–Vibration	=	vibrations	02	Tous les ennemis
–Shower of Sparks	=	formation d'éteincelles	02	Equipe adverse
–Titanic Fist	=	destruction de murs	01	Les compagnons

INSTRUCTIONS DE CHARGEMENT

AMIGA

Eteignez d'abord votre amiga puis rallumez–le quelques secondes plus tard. Si vous avez un amiga 1000, vous devez charger un Kickstart. Insérez la disquette de jeu dans le lecteur 0 dès que le Workbench apparaît à l'écran.

Insérez la disquette "Legend of Faerghail" dans le lecteur interne. La page de présentation apparaîtra à l'écran quelques instants plus tard. Cliquez sur le bouton gauche de votre souris pour continuer. Lorsque le Workbench apparaît, cliquez deux fois sur l'icône "Legend of Faerghail" puis deux fois sur PRG dans la fenêtre suivante. Le programme débutera automatiquement.

ATARI–ST

Eteignez d'abord votre ordinateur puis rallumez–le quelques secondes plus tard. Insérez la disquette "Legend of Faerghail" dans le lecteur interne et déclenchez un reset. Le programme débutera automatiquement.

IBM PC ET COMPATIBLES

Insérez la disquette "Legend of Faerghail" dans le lecteur A. Tapez A: puis "LOF". Le programme débutera automatiquement.

L' ECRAN

a) Liste des personnages

Elle est affichée dans la fenêtre en haut à droite. Pour chaque personnage, vous obtenez les informations suivantes:

nom, numéro, métier, protection (en %), constitution, points de vie et pourcentage des sorts disponibles.

Nous vous conseillons de placer en première position les personnages qui ont du mal à obtenir des points d'expérience.

Cliquez avec le bouton gauche de la souris sur un nom pour obtenir un portrait et plus d'informations sur le personnage (cf paragraphe suivant "Description des personnages).

b) Les graphismes

Tous les graphismes du jeu (monstres, personnages, paysages etc...) apparaissent dans la fenêtre de gauche.

c) Le texte

Il apparaît dans la fenêtre en bas à droite.

d) Les informations générales

En dessous des graphismes, sont affichées les informations suivantes: le lieu où se trouve le joueur, la direction dans laquelle il se dirige, l'heure actuelle, le moral des troupes, la quantité de rations disponibles et les séquences de combats.

DESCRIPTION DES PERSONNAGES

Lorsque vous cliquez avec le bouton gauche de la souris sur le nom d'un personnage (écran principal), vous obtenez des informations qui peuvent être réparties sur plusieurs pages (appuyez sur N = Next page, pour voir la page suivante).

Page 1

–nom, alignement, sexe et métier
–degré d'expérience
–force
–constitution
–dextérité
–intelligence
–sagesse
–points de vie
–points de magie
–état de santé
–points d'expérience
–poids qu'il porter

Page 2

–nom
–rations disponibles
–poids
–or

–liste des objets que le personnage possède
(+ = ne peut être utilisé)
(E = le personnage l'a mis)
(% = état de l'objet)
(lb= poids de l'objet)

Il est possible de mettre des objets, de les échanger avec d'autres personnages ou de s'en débarasser. Cliquez sur l'objet en question ou tapez le numéro du personnage.

Page 3

Cette page n'apparaît que lorsque le personnage sait lancer des sorts. Elle indique le nombre de sorts disponibles dans la journée, la liste des sorts et le nombre de fois qu'ils peuvent encore être utilisés.

Page 4

Cette page vous renseigne sur les compétences particulières de chaque personnage.

Page 5

Liste des langues parlées par le personnage.

SAUVEGARDE ET CHARGEMENT D'UNE PARTIE

Après avoir chargé le programme, cliquez sur "D..." dans l'auberge. Tapez le nom de la partie et éventuellement du répertoire que vous voulez charger ou sauvegarder et appuyez sur RETURN.

Lorsque vous êtes dans une forêt ou dans un donjon, vous pouvez accéder au menu de sauvegarde en cliquant sur le bouton droit de votre souris ou en appuyant sur la touche "D".

Nous vous conseillons de sauvegarder régulièrement les parties.

LES PROGRAMMES D'AIDE

Certaines versions contiennent les programmes d'aide suivants:

– Format

Cette commande vous permet de formater et de dénommer une disquette vierge pour les sauvegardes.

– InstHD

Sur certaines machines, il est possible d'installer le programme sur disque dur. Ceci permet de raccourcir les temps de chargement du programme. Sur les disquettes Amiga, Atari–ST et PC, vous trouverez le fichier "InstHD". Démarrez–le normalement. Le programme vous demandera tous les renseignements nécéssaires.

Version amiga: Le programme vous demandera si vous désirez modifier la séquence–startup (fichier dans lequel se trouvent les commandes pour démarrer le disque dur). Si oui, appuyez sur "Y". Trois lignes seront alors rajoutées au fichier et vous pourrez démarrer le jeu du disque dur. Il suffira de cliquer sur l'icône "Legend of Faerghail" après avoir allumé l'ordinateur.

– Transfer

Il est possible de transférer les personnages des jeux de rôle suivants dans "Legend of Faerghail":

"Phantasie I" (C) SSI
"Phantasie III" (C) SSI
"Bard's Tale I: Tales of the Unknown" (C) Interplay.../EA
"Bard's Tale II: The Destiny Knight" (C) Interplay.../EA

Après avoir chargé le programme, vous devez d'abord indiquer l'origine des personnages que vous voulez transférer. Insérez ensuite la disquette de jeu dans le lecteur. Le programme vous demandera pour chaque personnage, si vous désirez le transférer. Tapez "J" pour oui ou appuyez sur RETURN. Vous pouvez transférer au maximum 32 personnages.

Certains d'entre eux commenceront avec un degré d'expérience inférieur à celui qu'ils ont d'habitude, de façon à ce que le jeu ne soit pas trop facile à résoudre!

Certains métiers n'existent pas dans "Legend of Faerghail" et doivent également être changés (Troubadour par exemple). Le programme attribue automatiquement au personnage un métier ayant les même caractéristiques ou la même importance.

– Copie des disquettes

Nous vous conseillons vivement de faire une copie des disquettes originales et de ne jouer qu'avec les copies.

PARTICULARITES DES DIFFERENTES VERSIONS

IBM–PC

Le programme reconnaît automatiquement si vous avez installé une interface souris. Nous vous conseillons de jouer avec une souris, mais vous pouvez aussi vous servir du clavier. Déplacez–vous à l'aide des 4 flèches et référez–vous au manuel pour les autres commandes.

Ce programme supporte les cartes Hercules, CGA et EGA.

ATARI–ST, IBM

Si votre ordinateur est équipé d'une extension de mémoire, les graphismes et certaines données y seront mémorisés automatiquement. Ceci permet de raccourcir considérablement les temps de chargement.

AMIGA

Une éventuelle extension de mémoire permet au programme d'utiliser des graphismes et des bruitages supplémentaires qui n'apparaissent pas sur des machines sans extension de mémoire.

LE DEBUT DU JEU

Après le chargement, vous vous trouvez dans l'auberge de la ville Thyn, lieu de rencontre des aventuriers qui cherchent des compagnons de route. Tous leurs voyages commencent ici.

Pour remplir votre mission, vous devez d'abord rassembler six hommes autour de vous, soit en recrutant une équipe d'aventuriers déjà équipés, soit les en cherchant un par un.

Si vous désirez recruter une équipe, cliquez avez votre souris sur "(R)ecruter" ou appuyez sur la touche "R". Vous verrez alors apparaître une liste dans laquelle figurent le nom, le métier et le degré d'expérience de chaque personnage. Cliquez sur l'aventurier que vous avez choisi ou tapez son numéro. Vous quitterez automatiquement ce menu, dès que vous aurez choisi six camarades.

Si vous préférez partir vous-même à la recherche d'aventuriers, cliquez sur "(S)...". Vous pourrez alors choisir des qualités particulières en cliquant sur "(S)... et les attribuer à votre personnage en cliquant sur "(A)ccepter". Il ne vous restera plus qu'à lui donner un nom (10 lettres au maximum).

Vous ne pouvez pas donner le même nom à deux personnages différents.

Si vous ne désirez pas garder un personnage, cliquez sur "V..." ou appuyez sur le bouton droit de votre souris. Vous pourrez alors continuer votre recherche.

Dès que vous aurez choisi et sauvegardé assez de personnages (32 au maximum), vous devrez en recruter six.

Il sera alors temps de partir...

Quittez l'auberge puis la ville, en cliquant sur "F..." ou en appuyant sur le bouton droit de la souris, sur la barre d'espacement ou sur Return.

L'aventure commence...

Au fin fond de la vallée de Faerghail, un petit groupe d'aventuriers attend le lever du jour pour se mettre en route. N'ayant pas encore de boussole, il doivent s'orienter à l'aide du soleil...

Mais voyez plutôt vous-même...



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